

## Motivation

Believes that there is a lot hidden potential in games, especially on big screen and comfortable controls. A true believer in honest feedback, following intuition, not being afraid of change.

## Achievements

- **C++ with SFML and STL** / 2022:  
Created a tetris game [Tetris - Github](#)
- **Practical codebase** / 2021:  
Created and maintained an adventure creator tool used in two games [\[1\]](#), [\[2\]](#)
- **Unreal game prototype** / 2017  
Created on a game jam [Dead eye - Github](#)
- **Won Game Jam** / 2016  
1st place on TK Game Jam: [itch.io](#)
- **Self publisher** / 2015  
My game made US\$10,000+: [RPG Module](#)

## Summary

- **23 playable game prototypes:** created af since 2013.
- **4 successful mobile games:** professionally since 2012.
- **2 years spent in Canada:** relocated and worked on AR and video streaming.

## Experience

- **Tech Lead** / 2020 - Present  
[Dali Games](#) - Created scriptless adventure game tool for unity. This common codebase was used to create two successful games: [Unholy Adventure \(part 1, 2 and 3\)](#) 100,000+ installs and [Reborn Adventure](#) 100,000+ installs.
- **Senior Game Programmer** / 2018 - 2020  
[Cat-astrophe Games](#) - Created working prototype of run / walk / steps verifier as a game on a mobile phone.  
[Uken](#), Toronto, Canada - Worked on a live video streaming game prototype with user interaction. Also developed game [Kings of Pool](#) with 500,000+ installs.
- **Game Programmer** / 2012 - 2017  
[TSG](#), [Uken](#) - Learned and applied frontend and backend technologies in as3, php, java, c#, redis, mysql, git, svn to free to play web and mobile platforms. Game I was developing: [Lets-Fish](#) has 10,000,000+ installs.

## Education

- **Master of Science** / 2006 - 2011  
Graduated Information Technology on Wrocław University of Technology, Major: Computer Science. Educational profiles: Artificial Intelligence, Advanced Computer Graphics, Computer Networks.

Some of my game jam entries (all are listed on my portfolio <http://www.bobnis.eu>):



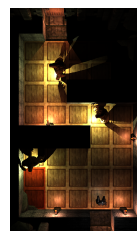
RPG Module



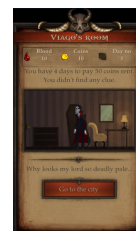
Zombie car  
smasher



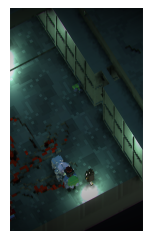
Finger of God



Stealth RPG



Viago the  
Vampire



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