



Kamil Miklaszewski

Gameplay Programmer / Technical Designer

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 <https://kmiklaszewski1.github.io/#>

Game Development student specializing in designing and implementing game mechanics and UI/UX in Unity and Unreal Engine. I develop my programming skills through online courses (C++, C#, Python) and use AI for rapid prototyping. I aim to grow as a Gameplay Programmer or Technical Designer, focusing on bringing my own concepts to life and effective team organization.

Experience

Team planning and organization - creating and managing security schedules and coordinating assigned tasks.

Communication - daily collaboration with people, conflict resolution, and crisis management.

Responsibility and efficiency - based on security experience, executing and maintaining task quality, attention to detail - in both physical and administrative roles.

Initiative - project initiative, proposing improvements, implementing own solutions, active participation in achieving team or company goals - both as a security guard and in university projects.

Discipline and perseverance - experience gained while working 12/24-hour shifts requiring focus, stress resilience, and performing tasks for extended periods; I am not afraid of "Crunch".

Soft Skills

Teamwork, creativity, problem-solving, communication, organization of own and team work, project initiative, ability to learn new technologies and improve technical skills

Education

Collegium Da Vinci, Poznań
Bachelor's degree (currently in 3rd year)
Field: Game Development
2022 - present

Training Center "Żak"
June 2022 **Certificate - completed course "Human Resource Management"**

Projects

[Where's my remote?](#) - Unity/C# - 2025 - Gameplay Programmer / Technical Designer

- C# VR game offering fun in searching for a TV remote and making a mess in a virtual room

[Carrot Heist](#) - Unity/C# - 2024/2025 - Game Developer / Technical Designer

- Pixel-art adventure game in C#, inspired by the classic co-op platformer "Fireboy & Watergirl"

Hard Skills

C++

C#

Unity

Git

Github

UE5