Łukasz Kubicki

Unity Developer

I'm a **Unity developer** with over 8 years of experience, including 4 years in a professional setting. I specialize in creating immersive **VR** applications and **mobile** platform projects, with a strong focus on clean architecture and maintainable code. I'm highly skilled in **C#**, and I place great value on code readability and long-term project scalability. I adapt quickly to new tools and technologies, allowing me to efficiently bridge knowledge gaps and stay up to date with industry trends.
Outside of work, I actively develop personal projects and regularly participate in game jams, which keeps my creativity sharp and continuously expands my skill set.

Contact

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Experience

itSilesia – Unity Developer
07–2021 – 06–2025

Training–oriented VR application – VR application
01–2025 – 06–2025
Training–oriented VR application for PC–based VR platforms using Unity and OpenXR.
- Implemented interactive modules with precise hand and controller input handling based on the OpenXR framework.
- Created a report generation system to log and export user activity and training progress for analysis to examine user.

Carports Configurator – PC application
07–2024 – 12–2024
3D generation of carports based on user input and configuration data.
- Optimized the application in terms of graphics performance and data management, ensuring smooth runtime even with complex structures.
- Collaborated closely with 3D artists and backend developers to integrate assets and real–time data into the application.

Vending Machine – VR/MR application
03–2024 – 06–2024
Mixed reality demo application for Meta Quest using Unity.
- Applied VR interactions using the OpenXR Interaction Toolkit, ensuring intuitive and natural user experiences.
- Integrated AR functionality through the Meta Platform SDK, including passthrough and scene understanding features.

URBAN Guitar – mobile application
09–2022 – 02–2024
Cross–platform mobile application (Android & iOS) for learning to play guitar.
- Created interactive lesson modules, user progress tracking, and a payment system (e.g., subscriptions or in–app purchases).
- Optimized UI/UX for various mobile screen resolutions with responsive layouts and touch–friendly design.
- Collaborated closely with UI/UX designers and backend developers to ensure smooth integration of content, data, and services.

Interactive applications for Famur S.A – PC/VR application
05–2022 – 08–2022
- Executed a set of interactive demo applications showcased at mining industry trade fairs, using large touchscreen displays and VR headsets.
- Designed and developed custom UI/UX and interactive elements, tailored for both touchscreen and VR use.

BellVR – PC/VR application
12–2021 – 05–2022
VR training application for Famur S.A., focused on simulating industrial procedures and machine operation in a safe virtual environment.
- Implemented VR interactions using the OpenXR framework, including hand/controller tracking and object manipulation.
- Designed and integrated a user assessment system to monitor task completion, track performance, and validate user skills in real time.

Hard Skills

Unity
C#
Addressables
Shader Graph
HLSL
Unity Profiler
Git (Gitlab, Github)
JIRA
Figma
LFS
Visual Studio
OpenXR
MetaXR
Vuforia
AR Foundation
Postman
UniTask
ML–Agents
DoTween
Vuforia
R3
Unity Promises
Blender
UniRx
Linq

Soft Skills

Problem Solving
Team Communication
Critical Thinking
Code Quality & Readability
Teamwork
Design Patterns
Algorithmic Thinking

Languages

Polish (native)
English (C1)

Experience

Rectus – PC/AR application
07-2021 – 11-2021
Demonstration application using Augmented Reality (AR) for the Android platform.
- Executed synchronization between the mobile application and a desktop application.
- Utilized the Vuforia Engine for marker detection and placement of objects in AR.

EtraveleonVR – VR application
08-2021 – 10-2021
VR application for viewing vacation photos and videos.
- Applied backend integration and retrieval of multimedia data.
- Developed multiple view modes and scenes within the VR environment.

Education

Silesian University of Technology, Faculty of Automatic Control, Electronics and Computer Science
03-2022 – 11-2023
Master of Science in Engineering
- Specialization: Interactive Computer Graphics.
- Thesis: "Parametric Methods of Procedural Generation of Dungeon Models".
- Chairperson of the Scientific Club "Computer Graphics, Vision and Games".

Silesian University of Technology, Faculty of Automatic Control, Electronics and Computer Science

10-2018 – 02-2022
Bachelor of Science in Engineering
- Thesis: "Implementation of a 3D Game for Elderly Users Using the Azure Kinect Vision Sensor".
- Used Azure Kinect DK for body tracking and interaction design tailored to seniors.
- Participant in a PBL project on "Application of AI-Based Depth Sensors in Cognitive Rehabilitation for the Elderly".
- Active member of the scientific club "Computer Graphics, Vision and Games".

Personal projects

RobospaceVR
04-2025 – now
VR space shooter focused on ship control and combat mechanics.
- Applied a full VR interaction system.
- Optimized performance for Oculus Quest.
- Created particle effects and shaders.
- Designed and implemented AI behaviors for enemies.
- Built responsive UI/UX and 3D models from scratch.

Beelzebuzz Company
07-2025 – now
Game created for Hello GameJam 2025. The game took 2nd place.
- Game mechanics and UX/UI programming.
- Game design and mechanics.

Freski Uśpionych Szybów i Ocalone Narracje
05-2025
Created in 24 hours during 14C Game Jam 2025 – 2nd place winner
- Developed core gameplay mechanics.
- Designed and implemented UI/UX.

Hamscream
12-2022
Game created in 24 hours during BIT Festival 2022 (Gliwice) – 2nd place winner.
- Developed game mechanics and UI/UX.

Slime Slayer
03-2022 – 06-2022
Team project for "Team Game Development 2022" event (Łódź) – Top 3 in Design.
- Led the team as project coordinator.
- Designed and implemented UI/UX.

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Interests

Computer Games
VR
TTRPG
Hiking
Game Design