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.

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Technologies

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

Work Experience

itSilesia – Unity Developer
07-2021 – 06-2025

URBAN Guitar – mobile application
- Developed a cross-platform mobile application (Android & iOS) for learning to play guitar.
- Implemented 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.
- Focused on performance, usability, and clean code structure for long-term maintainability.

Training-oriented VR application
- Developed a 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.

Vending Machine – application VR/MR
- Developed a mixed reality demo application for Meta Quest using Unity.
- Implemented 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.

Carports Configurator
- Implemented dynamic 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.

Interactive applications for Famur S.A
- Developed 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.

BELL VR – VR application
- Developed a 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.

Multiplicalia – Unity Developer Intern
03-2017
- Implemented a save/load system to persist user progress and settings across sessions.
- Developed basic audio logic, including sound, volume control, and event-based triggers.
- Learned and applied Unity best practices in C# scripting, scene organization, and prefab management.

Skills

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

Languages

Polish(native)
English (C1)

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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".

Interests

Computer Games
VR
TTRPG
Hiking
Game Design

Additional Projects

RobospaceVR

04–2025 – now

VR space shooter focused on ship control and combat mechanics.
- Implemented a full VR interaction system (OpenXR)
- 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

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

Ignis Firelight Journey

11–2023

Built in 24 hours during HackJam 2023 (Wrocław) – required AI integration
- Level design and world structure
- Implemented gameplay mechanics

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