Bartosz **Lis**

UNITY DEVELOPER

EMAIL
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LINKEDIN
bartosz-lis

PROFILE

Unity Developer with over 5 years of experience in executing VR and AR projects. As a team leader, I had a direct impact on the creation of a key application for the company's market advantage. I am looking for projects in the game development industry where I can utilize and develop my skills.

SKILLS

(UNITY) (C#) (UNREAL ENGINE 4/5) (SWIFT) (PYTHON)

LANGUAGES

- English — Intermediate-advanced level

EXPERIENCE

II 2023 - current
Full Time

Aidar Solutions
Wroclaw

UNITY DEVELOPER & TEAM LEADER

Project "Aidar.Skills" - an advanced editor for designing and creating interactive VR training sessions for virtual reality.

[Unity] [C#] [Git] [VR] [Meta Quest] [visionOS] [OpenXR]

- Development of a prototype VR training player for Apple Vision Pro.
- Coordination and task planning for a 5-person developer team.
- Introduction of engineering standards - code reviews and automation of the release process.
- Close collaboration with the rest of the team including the Scrum Product Owner, QA Team Leader, Testers, and UI/UX Designers.

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EXPERIENCE
Further details

I 2022 - II 2023
Full Time

Aidar Solutions
Wroclaw

UNITY DEVELOPER

`Unity` `C#` `Git` `VR` `Meta Quest` `Blender` `OpenXR`
`AR` `DOTween` `HTC Focus 3`

- Development, improvement, and debugging of the training application for production workers (Aidar.Skills), based on the Unity engine.
- Migration of the Aidar.Skills project from SteamVR to OpenXR.
- Creation of a system for CNC machining simulations based on G-Code.
- Migration of the project to a newer version of Unity and to the Universal Render Pipeline.
- Optimization of applications for smooth operation on VR headsets (Quest 2 and HTC Vive Focus 3).
- Development of VR training sessions as per client orders and close cooperation in defining specifications and training requirements.

IV 2021 - XII 2021
Full Time

Raion Games
Warsaw

UNITY DEVELOPER

Project Datenshi: Reborn - a 2.5D action platformer with RPG elements, developed for the Nintendo Switch and PC platforms.

`Unity` `C#` `Plastic SCM` `Nintendo Switch`

- Designing and creating level prototypes as well as environmental design for the game.
- Game level optimization to ensure a high and stable frame rate on the Nintendo Switch console.
- Creation and implementation of gameplay scripts for game mechanics.
- Design and realization of cutscenes.
- Development of a system for playing music and sounds in the game.

II 2021 - XII 2021
Part Time

Aidar Solutions
Wroclaw

UNITY DEVELOPER

Project "Aidar.Skills" - an advanced editor for designing and creating interactive VR training sessions for virtual reality.

`Unity` `C#` `Git` `VR` `Steam VR`

- Implementation of enhancements in the "Aidar.Skills" project with a focus on optimizing REST API communication.
- Enhancement of the "Aidar.Skills" application's functionality within virtual reality (VR)

IX 2019 - II 2021
Full Time

Kogifi Corp.
Wroclaw

JUNIOR UNITY DEVELOPER

Project "Aidar LMS" - An advanced learning management system (LMS), equipped with an editor for designing and executing training for virtual reality.

`Unity` `C#` `Git` `VR` `AR Foundation` `AR` `.NET Core`

- Development of application prototypes for mobile platforms with augmented reality (AR).
- Implementation of application communication for 'Aidar LMS' with the server via REST API.

EXPERIENCE
Further details

IX 2019 - II 2021
Full Time

Kogifi Corp.
Wrocław

JUNIOR UNITY DEVELOPER

- Implementing differentiated mechanics of virtual reality (VR).
- Development of the 'Aidar LMS' system editor.

EDUCATION

2021 - 2022
Poznan

WSB UNIVERSITY IN POZNAN
Master's Degree in Computer Science
Specialization: Internet of Things and future networks.

2017 - 2021
Wroclaw

UNIVERSITY OF LOWER SILESIA
Engineering Degree in Computer Science
Specialization: Computer Game Programming.

INTERESTS

3D Printing   GameDev   TechGeek   XR