



David Kowalski

Game Developer | Unity & Unreal Engine Specialist

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Online Presence

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Professional Summary

Passionate game developer with 5+ years of professional experience creating engaging gameplay systems and polished player experiences across multiple platforms. Specialized in Unity and Unreal Engine with strong expertise in C#, C++, and game design principles.

Technical Skills

Unity Engine

Expert

C#, Editor Tools, Performance Profiling



Unreal Engine

Advanced

C++, Blueprints, UE5 Features



Programming Languages

Expert

C#, C++, Python, HLSL/GLSL



Game AI

Advanced

Behavior Trees, FSM, Pathfinding, Navigation



Education

University of Washington

Computer Science

Bachelor of Science • 3.6 GPA

Seattle, WA • 2014 - 2018

Concentration in Game Development. Relevant Coursework: Game Engine Architecture, Computer Graphics, Artificial Intelligence, Physics Simulation, 3D Mathematics, Software Engineering, Data Structures & Algorithms

Professional Experience

Cascade Studios

Senior Game Developer

Seattle, WA

March 2022 - Present

- Lead gameplay programmer on an unannounced AAA action-adventure title built in Unreal Engine 5 for PC and next-gen consoles
- Architected and implemented core combat system including hit detection, combo mechanics, and enemy AI behavior trees serving 15+ enemy types
- Developed custom editor tools in C++ that reduced level designer iteration time by 40% and improved workflow efficiency across the team

Pixel Forge Interactive

Game Developer

Bellevue, WA

June 2020 - February 2022

- Core developer on 'Starbound Odyssey,' a sci-fi roguelike that achieved 500K+ sales on Steam with 'Very Positive' user reviews
- Implemented procedural generation systems for level layouts, enemy encounters, and loot drops using Unity and C#
- Designed and programmed player progression systems including skill trees, equipment upgrades, and meta-progression mechanics
- Created robust save/load system supporting cloud saves and cross-platform play between PC and Nintendo Switch

Notable Projects	Echoes of the Void (Indie Game)	2023 - Present
	Solo developer for a narrative-driven 2D platformer built in Unity. Features custom dialogue system, branching story paths, and atmospheric pixel art. Currently in development with demo released on itch.io garnering 5K+ downloads and positive community feedback. Planned Steam release Q2 2025.	
	View on itch.io	
Community Involvement	Open Source: Unity Dialogue Framework	2021 - 2023
	Created and maintain an open-source dialogue system for Unity with visual node-based editor, localization support, and voice acting integration. Project has 800+ GitHub stars and is actively used by indie developers worldwide. Includes comprehensive documentation and example projects.	
	View on GitHub	
References	Game Jam Participation	2019 - Present
	Regular participant in Ludum Dare and Global Game Jam events. Created 12+ game prototypes exploring experimental mechanics and art styles. Won 'Best Gameplay' award at Ludum Dare 48 with puzzle game 'Deeper and Deeper' that ranked in top 5% overall.	
Certifications	Seattle Indies	2020 - Present
	Seattle, WA	
	Active member of local indie game development community. Organize monthly game showcases and provide mentorship to aspiring game developers through code reviews and technical guidance.	
Awards & Recognition	Code.org Game Development Workshops	2021 - Present
	Seattle, WA	
	Volunteer instructor teaching basic game programming concepts to middle school students. Led 8+ workshops introducing Unity fundamentals and game design principles.	
Languages	Available upon request	
	Unity Certified Expert: Programmer	March 2022
	Unity Technologies	
Interests	Unreal Engine 5 C++ Developer	June 2023
	Epic Games (Udemy)	
Skills	Best Gameplay - Ludum Dare 48	April 2021
	Ludum Dare	
	Awarded for puzzle game 'Deeper and Deeper' which ranked in the top 5% overall among 3,000+ submissions	
Tools & Technologies	Employee Excellence Award	December 2021
	Pixel Forge Interactive	
	Recognized for exceptional contributions to 'Starbound Odyssey' development and dedication to code quality	
Personal	English	Polish
	Native	Conversational
Education	Game Design	
	Mechanics, Level Design, Player Psychology	

 **AI & Procedural Generation**

PCG, Machine Learning, Emergent Gameplay

 **Indie Game Development**

Solo Dev, Game Jams, Community

 **Technical Art**

Shaders, VFX, Optimization

Publications & Talks

Optimizing Unity Games for Mobile: A Practical Guide

September 2021

Game Developer Magazine

Technical article covering mobile optimization techniques including draw call batching, LOD systems, and memory management

Building Modular Dialogue Systems

May 2022

Seattle Indie Game Developers Meetup

Presented talk on designing flexible dialogue systems for narrative games, attended by 60+ local developers