

# MICHAŁ POPIELARZ

Unity Developer



## ABOUT ME

Eternal gamer, with a passion for game and self development

## LANGUAGES

-Native Polish  
-B2/C1 English, First Cambridge Certificate

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<https://michal010.github.io/>

## Education

- **02.2018 – currently**  
**University of Warmia and Mazury in Olsztyn**  
Certificate of completion masters studies in Designing Information Systems and Computer Networks
- **10.2014 – 02.2018**  
**University of Warmia and Mazury in Olsztyn**  
Bachelor of Science in Computer Science

## Experience

- **10.2024 – 07.2025** | Baked Games
  - **Neuroshima Hex** – board, multiplayer card game
  - **Alaska Gold Fever** – gold mining simulator
  - **Prison Survival: Architect of Crime Simulator** – prisoner life simulator with parkour elements
- **06.2024 – 10.2024** | Self
  - Developed and released mobile Android game „**Jello Jam**” – Android merge game.
- **01.2023 – 06.2024** | Self
  - Developement of „**Crazy Lab**” - physics-based game.
- **06.2022 – 12.2022** | Huuuge Games
  - **Traffic Puzzle** – Android match3 game
- **10.2021 – 06.2022** | InPlanner
  - **HomeAR** – interior design app,
  - **companay exclusive unnamed android KIOSK proj.** (for smart building/room reservations)
- **12.2018 – 02.2020** | Billennium
  - **BilleGuide** – WebGL + Android company gamification app

## My skills

- **Unity Game Engine** – Advanced/Expert, *Including* frameworks:
  - **Zenject** – Basic
  - **UniTask** – Intermediate
  - **FMod** - Basic/Intermediate
  - **DOTween (HOTween v2)** – Interemediate
  - **Ironsource SDK** – Basic
  - **Odin** – Intermediate
  - **Netwonssoft** – Intermediate
  - **Vuforia/AR Foundation** – Basic/Intermediate
- **C#** - Advanced
- **C++/Python** – Basic
- **Firebase** – Basic
- **GIT version control** (with GUI – Sourcetree)
- **AZURE Tools for developers** – Basic/Intermediate
- **Java/Blender/Inkscape/Gimp** – Basic/Intermediate
- Good **theoretical knowledge** of **computer graphics**
- Experience in **building applications** for **Android** and **iOS**
- **SOLID & Clean code principles**

## Hobbies

- **Developing computer games** – I enjoy creating my own games. It's really creative!
- **Musical instruments** – I can play piano, keyboard, tin whistle and guitar. Playing instruments taught me discipline.
- **Wing Tsun** – Traditional chinese martial arts embracing the mind over the body.

I agree to the processing of personal data provided in this document for realising the recruitment process pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regardto the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation)