

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



michael010pl@gmail.com



+48 516 483 295



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

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Education

- **02.2018 – currently**
University of Wamia 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
 - Development 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,
 - **company 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
 - **Netwonsoft** – Intermediate
 - **Vuforia/AR Foundation** – Basic/Intermediate
- **C#** - Advanced
- **C++/Python** – Basic
- **Firebase** – Basic
- **GIT version controll** (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.