Mikołaj Wójcik

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I'm a game developer who loves all art mediums, but I chose game development as my carrier because games connect the picture, and the sound and make you interact with it in many different ways. It's also a reason why it's hard for me to specialize in only one field. I'm always eager to learn new things and like to take on challenges while keeping a positive attitude all the time.

Skills

- Unity
- C#
- Git
- DOD
- ECS
- Optimisation
- Technical Art
- Shaders
- Game Design
- Animation
- Blender
- Unreal Engine
- FMOD

Experience

Lead Programmer
Kool2Play
2020 - now

I had a chance to work on most of the codebase in *Uragun*: gameplay, progression, UI, animations, gameplay, optimization, shaders, etc. While I started as a regular programmer, I wanted to be more involved and quickly gained the trust to, at some point, take over a lead role in the project.

Unity Developer
Noobz from Poland
2020

During my short period of working there, I was responsible for implementing Steam Workshop mods support from the ground up for an already released *Total Tank Simulator*.

Junior Unity Developer
Daftcode
2019 - 2020

My first game dev job. I started as intern and then got a fulltime job as junior developer. I was responsible for making multiple hyper-casual games, one of which was programmed solely by me and was published by a major publisher. Then I was assigned to a bigger ongoing project called *Legendary* which was an online tactical brawler game.

Education

Bachelor of Science in Computer Science
Polish-Japanese Academy of Information Technology
2017-2022

Specialisation - Multimedia
Thesis topic - Realtime fish simulation in Unity