Mikołaj Wójcik

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

Skills

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

Experience

2020 - now — Lead Programmer
Kool2Play

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

2020 — Unity Developer
Noobz from Poland

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

2019 - 2020 — Junior Unity Developer
Daftcode

My first gamedev job where I started as intern and then got 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 major publisher. Then I was assigned to bigger ongoing project called *Legendary* which was online tactical brawler game.

Education

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

Specialisation - Multimedia
Thesis topic - Realtime fish simulation in Unity