

MACIEJ NIEDŹWIĘDŹ

PROFIL

I'm self taught game developer. For all my projects i used C# and Unity game engine. I'm trying to get my first job in which my skills and programmeing knowledge can grow and be used as an asset to the company.

CONTACT

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-  vaelse.github.io

SKILLS

- C#
- Unity
- Git
- Adobe Premiere Pro
- Photoshop

EDUCATION

- **Technical High School for Computer Science
in Świebodzin**
2010-2014

- **University of Zielona Góra**
2014-2017
Degree : National Security

PORTFOLIO

- **Fruit Cut**
[HTTPS://GITHUB.COM/VAELSE/FRUIT-NINJA-CLONE](https://github.com/vaelse/Fruit-Ninja-Clone)
Mobile fruit ninja clone game.
- **Space Shooter**
[HTTPS://GITHUB.COM/VAELSE/SPCSHOOTER](https://github.com/vaelse/SPCSHOOTER)
2D shoot 'em up game.
- **Slot Machine**
[HTTPS://GITHUB.COM/VAELSE/SLOT-MACHINE](https://github.com/vaelse/SLOT-MACHINE)
Basic slot machine game.
- **Tower Defense**
[HTTPS://GITHUB.COM/VAELSE/TOWERDEF](https://github.com/vaelse/TOWERDEF)
Like the name suggest it's a TD game.