

JAROSŁAW KRAWCZYSZYN

UNITY DEVELOPER



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PRACTICAL KNOWLEDGE

- Unity
- C#
- DOTween
- Addressables
- Rider
- Git
- AWS
- Jenkins
- Python
- GIMP
- SQL
- Zenject

SKILLS

- Prototyping
- Optimization
- Refactoring
- Asynchronous programming
- Code reviews
- Design patterns
- SOLID, YAGNI, DRY, KISS
- Implementation of Animations, UI, Particles
- Plugins implementation
- Android and iOS distribution

EDUCATION

BACHELOR OF INFORMATION TECHNOLOGY, SPECIALIZATION: COMPUTER SYSTEMS AND NETWORKS

University of Information Technology and Management "Copernicus"

2002 - 2006

ABOUT ME

Developer with over 5 years of professional experience in game development. I value effective cooperation and positive atmosphere in a team, which is why I try to support my colleagues by sharing my knowledge and experience with them.

EXPERIENCE

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ReadyCode

2024 - now

My responsibilities:

- Integrating a proprietary plugin to support user-generated content
- Implementing optimization techniques to reduce draw calls
- Integrating backend for hosting user-generated content
- Adding new features to a level editor
- Implementing UI

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Rock Square Thunder

2023 - 2024

Main project:

- Upcoming PC and console game

My responsibilities:

- Development of clean architecture and testable codebase
- Implementation of UI with animations and shaders
- Building gameplay mechanics
- Helping with design of features
- Supporting other team members

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Picadilla

2019 - 2023

Main projects:

- Traffic Puzzle - Android and iOS highly engaging puzzle game
- Various game prototypes

My responsibilities:

- Implementing new features and bugfixing
- Integrating plugins
- Implementing animations and UI
- Refactoring project architecture to clean and testable codebase
- Documenting the project
- Building backend based on serverless architecture
- Creating prototypes

DEVELOPER

AMERICAN SYSTEMS

2021 - 2022

Developing scripts for data migration between different Oracle Database systems.