Jakub G.

Unity C# Developer

Professional summary

Unity C# Developer, a Computer Science engineer and 3D technologies enthusiast with 5+ years of experience in game and mobile applications creation. Proficient in scripting, UI, rendering and optimization using Unity3D. Experienced in using HLSL for rendering and creating post-processes in Unity's URP as well as utilizing the GPU for computation using Compute Shaders. Also, Jakub has extensive experience in procedural 3D models creation, both for rendering and 3D printing for industry / medical uses. Has expertise in using design patterns such as Dependency Injection, and also uses Git for all projects. Worked under Scrum, Agile and Lean methodologies and conducted ceremonies and code reviews when led a team.

Education	Poznań University of Technology Bachelor's Degree in Computer Science
GitHub	https://github.com/kubaxent
Skills	Unity3D C# .Net SQL LINQ Shaders Git

Company	**Spentys**
	Healthcare
Period	Mar 2022 – till now
Role	Software Engineer
Technologies	Unity3D, C#, iOS

Responsibilities

- Developed digital orthotics application for iOS;
- Took care of both frontend UI as well as 3D scans and products handling backend;
- Cooperated with licensed physicians in implementing full features in the application;
- Worked with medical data from patients and ensuring GDPR compliance.

Company	Playsoft
	Software Development Company
Period	Sep 2020 - Mar 2022
Role	Unity3D Developer
Technologies	Unity3D, C#

Responsibilities

- Worked on a casual mobile title;
- Coordinated the art and animation teams and implemented their assets in the game;
- Led a team of 2 developers;
- Conducted code review processes, SCRUM ceremonies, ticket breakdowns;
- Onboarded new hires;
- Expanded the existing code base and created new one according to game design documents;
- Performed prototyping and implementation of new gameplay features.

Company	**Beffio Studio**
	Real-time 3D art apps for Unity3D & Unreal Engine 4
Period	Sep 2016 – Sep 2018, part-time
Role	Unity3D Developer
Technologies	Unity3D, C#, Git

Responsibilities

- Performed creation of level design and development for a mobile game;
- Created scripts for Unity3D assets (such as the Asset Store award winning Stylizer);
- Prototyped a mobile game from just a concept and then was it's lead programmer (Sonder 6 on the app store).