



# Grzegorz K.

Senior Unity C# AR Developer/ AR  
Solution Architect



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## Professional summary

Senior Unity C# developer with almost 10 years of experience in producing AR, VR, HoloLens, mobile (iOS/Android) applications and games. Strong team leader who would add value to the product and culture. Grzegorz is always on top of newest technologies making things interactive.

<b>Education</b>	<p>Wrocław University of Science and Technology Master's Degree in IT Systems Modelling</p> <p>Wrocław University of Science and Technology Bachelor's Degree in Systems Engineering</p>
<b>Portfolio</b>	<p><a href="https://neatware.pl/">https://neatware.pl/</a> (owner)</p>
<b>Skills</b>	<p>Unity, C#, MVC, Extenject, Multiplayer, AdMob. Firebase, RemoteConfig, Git</p> <p>VR: Oculus, HTC Vive, Windows MR, GearVR</p> <p>AR: MS HoloLens, iOS (ARKit)</p>
<b>Additional Activities</b>	<ul style="list-style-type: none"><li>• 2nd place in Local Multiplayer category and finalist in Slavic Game Jam, 2016</li><li>• 1st place for the Best Game Quality in Slavic Game Jam 2015 in Warsaw (beat 52 teams), 2015</li><li>• 1st place in first Techland Game Jam in Wrocław, 2014</li><li>• 1st place in Endless Game Hackathon, 2013</li></ul>

<b>Company</b>	<b>X-Team</b>
	Software Development Company
Period	Jul 2022 – till now
Role	Senior Software Engineer
Technologies	Unity3D, C#, Android, iOS

### **Responsibilities**

- Implemented changes that improved First Time User Experience from ~50% to ~80% required for product launch;
- Designed, built and maintained efficient, reusable and reliable client Unity code with MVVM pattern;
- Ensured the best performance, quality and responsiveness of the application;
- Became part of global team that aimed to change the way of learning foreign languages;
- Collaborated with experienced experts across product, design, and engineering to help guide the future of growing startup.

<b>Company</b>	<b>AR-Labs.io</b>
	Software Development Company
Period	Sep 2021 – Jun 2022
Role	Senior Unity C# AR Developer / AR Solution Architect
Technologies	Unity3D, C#, Python, Android, iOS

### **Responsibilities**

- Utilized a Machine Learning framework to recognize facial features and poses that improved workflow and enhanced data accuracy;
- Developed an app for Augmented Reality glasses and jewelry fitting (rings, necklaces, earrings) on iOS and Android which resulted in positive feedback from users;
- Managed a team of developers responsible for Unity C# Augmented Reality solutions and provided support to ensure all projects met their deadlines;
- Created an application for Totem AR measurement solutions which innovated Pupillary Distance measurements and improved the user's AR experience.

<b>Company</b>	<b>Chess &amp; Checkers</b>
	Game Development
Period	Dec 2020 – Aug 2021
Role	Senior Software Engineer
Technologies	Unity3D, C#, Android, iOS

### **Responsibilities**

- Created Unit Tests and AB Tests to ensure software met its specifications and quality standards;
- Conducted research on games' Key Performance Indicators and designed ad campaigns on AdMob to increase user engagement and downloads;
- Performed code reviews and quality control for applications with over 10 million users to ensure optimal production results, zero downtime and high performance;
- Integrated additional User Interface systems that lowered costs and increased engagement.

<b>Company</b>	<b>Transition Technologies PSC</b>
	Software Development Company
Period	Aug 2018 – Nov 2020
Role	Senior Unity C# Developer / AR Solutions Architect
Technologies	Unity3D, C#, Android, iOS, HoloLens, Shaders

### **Responsibilities**

- Created, designed and built multiple AR applications from concept to production, focusing on user-friendly experiences and scalable architecture;
- Created an AR dinosaur animation scenario for a museum in order to enhance the museum visitors experience;
- Trained the development team to enhance and improve the team's knowledge and skill-set;
- Researched and analyzed client data to determine the customer's needs, business processes and any possible project issues.

### **Apps in production:**

- AR Showroom by TTPSC (iOS/Android) – showroom app for showcasing AR before the clients on real examples;
- Anwis Home (iOS/Android) - dynamic construction of complex 3D blind model from its parts for dynamic scaling and adjustments for windows.

<b>Company</b>	<b>MadeInHolo</b>
	Game Development
Period	Jul 2016 – Apr 2018
Role	Senior Unity C# Developer / Team Lead
Technologies	Unity3D, C#, Android, iOS, HoloLens, Shaders, HTC Vive, Oculus, Windows MR, Gear VR, AR Kit

### **Responsibilities**

- Provided technical options and recommendations on the most efficient and effective approach that satisfied the business needs and software requirements;
- Performed within tight deadlines and provided clients with prototypes that surpassed expectations;
- Designed and developed a multiplayer VR/AR game that was published across multiple platforms;
- Delivered medical applications that offered doctors a truly immersive experience within VR with voice chat;
- Experimented with AR/VR UX to determine best practices and establish guidelines, being at the forefront of innovation.

<b>Company</b>	<b>Central Pixel</b>
	Software Development Company
Period	Jan 2015 – Jun 2016
Role	Unity C# Developer
Technologies	Unity3D, C#, Android, iOS, Kinect

### **Responsibilities**

- Designed and developed applications and interactive games for touch screens and other media with Microsoft Kinect sensors and newest VR technologies;
- Mentored other team members;

### **Implemented projects:**

- Multiplayer game for 8 touchscreens for Wrocław Contemporary museum;
- Game for Polish Railway Company Foundation;
- Interactive bus stop with minigame for PizzaPortal.

<b>Company</b>	<b>Aduma</b>
	Software Development Company
Period	Jan 2014 – Nov 2014
Role	Unity C# Developer
Technologies	Unity3D, C#, Kinect

### **Responsibilities**

- Designed and developed interactive games on touch screens, kinetic walls and interactive floors;
- Created creator/editor tools to support multi-client needs within a single app;
- Introduced team to Unity engine to enable switch from Flash/ActionScript to new technology;

### **Implemented projects:**

- Match two game editable template;
- Interactive apps for Park Nauki i Ewolucji Człowieka Krasiejów.