

# Patryk Woźnicki

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## Professional Work experience:

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### Senior Game Developer, Studio Vector (August 2019 - present)

Training Application (PC) I'm coordinating and overseeing the work of several junior developers and designing and implementing complex systems. I am also responsible for developing editor extensions to streamline workflow.

### Unity Developer, Born Lucky Games (September 2016 - present)

#### Roarr! The Adventures of Rampage Rex

I was a developer focused on level design, creating tools, implementing gameplay and media presentations (Pixel Heaven, PGA).

#### Polygon rex

I was responsible for implementing mobile ads and InApp purchases.

#### Unannounced hyper-causal games, Pinball jump

I was responsible for designing project architecture. I was tasked with implementing a prefab based UI system, a shop system and mobile Ads.

### Hooded Crow (March 2018 - present)

As a freelancer I developed apps for museum exhibitions. I was responsible for assembling a team, project management, maintaining contact with a client and implementing apps according to the design

### Unity Developer, The Knights of Unity (February 2019 - August 2019)

I was working as a generalist Unity Developer responsible for estimating and developing white label projects. My tasks ranged over different fields of game development: refactoring and working with old codebase, developing instant apps for google store, creating mobile games and apps, working with unreleased hardware and supporting other projects.

- Choose Your Own Adventure game (PC) I was a solo developer for a CYOA game. I was mainly responsible for designing and developing modular systems that could be used as nodes in the bolt plugin.
- Mobile AR game (Android, IOS) I was mainly responsible for implementing head gesture recognition for an, at the time unannounced, headset.

- Instant app version of popular mobile games (Android) I was part of the team responsible for creating instant apps for classic mobile games.
- Mobile VR Game (Android, IOS) Creating UI according to specification and connecting the whole game with a MongoDB backend.
- Mobile Deck Building Game (PC, Android, IOS) I was a solo developer - my main responsibilities were redesigning code architecture, implementing new features.
- Steam-based party game (Steam) I was responsible for implementing gameplay and a steam-based multiplayer system for a word-based party game.
- Mobile AR tycoon game prototype (IOS) Mobile puzzle game prototype (Android, IOS) I was a solo developer doing rapid prototyping for internal company projects.
- Mobile VR Experience I was developing a mobile experience for Samsung VR.

## **Webmaster, Liquid Coatings (2016-2017)**

I was responsible for maintaining an e-commerce platform, analysis of adsense campaigns and creating promotional materials for marketing campaigns. I was also tasked with designing a product catalogue and overseeing marketing campaigns.

## **Volunteer work**

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### **Krąg Unity at Koło Naukowe Twórców Gier Polygon (march 2018 - present)**

I'm giving/organising weekly workshops about using Unity for game development at a student society at Politechnika Warszawska.

### **Slavic Game Jam (2018 - 2019)**

For the last two editions I was a co-organizer of Slavic Game Jam. During events I am part of a 3-4 person team responsible for documenting the event.

### **Nomad Game Jam**

I was one of two organizers of Nomad Game Jam. During 7 days each participant created around 7 prototypes.

### **Hackerspace game jam 2020**

I am co-organizer of Gdańsk's edition of Global Game Jam 2020.

## **Skills and activities**

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### **Languages:**

- Polish (native)
- English (Full professional proficiency)

- German (Elementary proficiency)

**Programming languages:**

- C# (currently)
- Python
- C++
- Java
- LUA

**Additional skills**

- Blender
- Photoshop CC
- Wordpress
- Jekyll

**Attended several development conferences****Completed 60+ game prototypes during game jams**

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I hereby consent to the processing of my vital and personal data in so far as this is required under the recruiting process, in accordance with the Act of August 29, 1997, on the Protection of Personal Information (JoL no. 133, item 883).