

Mikołaj Wójcik

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Portfolio: www.miknios.com

I'm a programmer with 5 years of commercial experience working with Unity. In my spare time I'm doing projects using Unreal Engine.

I love all the art mediums and that's why I chose game development as my carrier. I like the way games connect many different fields to achieve captivating results. It's also the reason why it's hard for me to specialize in only one field. I'm always eager to learn new things and like to take on challenges while keeping a positive attitude all the time.

Skills

- Unity
- C#
- Git
- DOD
- ECS
- Optimisation
- Technical Art
- Shaders
- Game Design
- Animation
- Blender
- Unreal Engine
- FMOD

Experience

● 2020 - 2023 **Lead Programmer** **Kool2Play**

I had a chance to work on most of the codebase in *Uragun*: gameplay, progression, UI, animations, gameplay, optimization, shaders, etc. While I started as a regular programmer, I wanted to be more involved and quickly gained the trust to, at some point, take over a lead role in the project.

● 2020 **Unity Developer** **Noobz from Poland**

During my short period of working there, I was responsible for implementing Steam Workshop mods support from the ground up for an already released *Total Tank Simulator*.

● 2019 - 2020 **Junior Unity Developer** **Daftcode**

My first game dev job. I started as intern and then got a fulltime job as junior developer. I was responsible for making multiple hyper-casual games, one of which was programmed solely by me and was published by a major publisher. Then I was assigned to a bigger ongoing project called *Legendary* which was an online tactical brawler game.

Education

● 2017-2022 **Bachelor of Science in Computer Science** **Polish-Japanese Academy of Information Technology**

Specialisation - Multimedia

Thesis topic - Realtime fish simulation in Unity