ADAM JANIKOWSKI

UNITY DEVELOPER



CONTACT

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ABOUT ME

During years of Unity development, I helped to code and release many PC games, mobile games, and mobile applications. I also create games in my free time.

SKILLS

PROFESSIONAL

Unity

C#, C++, .NET, NextJS, React

Unit Testing

Git PlasticSCM

LinQ

Data Structures

Algorithms

Code Architecture

SOFT

Agile

Clear Communication

Time Management

Advanced English

Problem Solving

Quick Learning

EXPERIENCE

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DreamStorm Studios | July 2019 - February 2022

- Coding and prototyping core game mechanics and application functionalities
- Implementation of AR and QR functionalities
- Integration of API with applications
- Designing code architecture
- Maintaining code
- Communication with managers and designers

FREELANCE COPYWRITER

Upwork | February 2022 - August 2022

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Software House Open Tangerine | August 2022 - Now

- Coding and prototyping core game mechanics and application functionalities
- Integration of external mini-games with Metaverse
- Integration of API with applications
- Creating frameworks, tools, and packages
- Communication with managers and designers

I agree to the processing of personal data provided in this document for realising the recruitment process pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation).