Dawid Jonczak

GAME DEV, PROGRAMMER, DESIGNER

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About me

Hi! I'm Dawid, I have graduated from university Collegium Da Vinci, where I studied computer science with specialization "Game design". In team of 3 people, I made my thesis "Designing and implementation of cooperative top-down shooter game", where I was responsible for programming, level and game design. I am currently employed at EHS VR as a Unity VR Developer, where I create VR applications/games primarily focused on HSE topics. I have been working there since February 2020 and have completed 23 projects. As a freelancer, I have completed 4 applications for companies such as DB Cargo Polska S.A. and Akademia Dobrej Jazdy. In my free time, I focus on developing my game related skills by working on hobby projects(currently enjoying on Critical Vector).

Work Experience

Game Programmer Internship - Unity

May - June 2018

- "Die For Valhalla" game testing
- programming in C# (project to pass)
- recording promotional materials
- enemy design

EHS VR - Unity VR Developer

February 2020 - now

I developed virtual reality applications for the Meta ecosystem (formerly Oculus). I was responsible for the entire development process, including scene visualization, logic implementation and performance optimization for mobile VR devices such as the Oculus Go, Quest, Quest 2, and Quest 3. I closely collaborated with a graphics artist to discuss models, animations, and textures. I set up on scene lighting, reflections (Reflection Probes) and audio. One of my task was managing the full application publication cycle on the Meta Store, including correspondence with Meta Support, updating metadata and coordinating the work of testers and 3D graphics artists. I work on projects mainly alone, during work I am responsible for:

- designig and programming core gameplay mechanics
- level designing from viusal and gameplay standpoint
- optimized applications/games for mobile platforms
- using the animation engine DOTween
- modifying shaders (Shader Graph) and creating/modifying particle effects
- setting up light sources on the scene, baking lighting and reflections
- implementing animations from Mixamo or 3D Artist and using Blend tree
- selecting music and sound effects, including trimming and processing audio files
- writing in-game dialogues and lectors
- application testing before publising
- managed the entire publishing on the Meta Store
- collaborating with artist on models and textures
- selecting models from the Unity Asset Store or TurboSquid
- coordinated with development team members regarding systems and assigned tasks to QA testers

Skills

C#	GIT	GitKraken	Sourcetree	Visual Studio	Unity Enigne
CODING		SOURCE CONTROL		IDE	GAME ENGINE

GIMP	Audacity
GRAPHICS EDITOR	AUDIO EDITOR

Education

Computer Science with Game Design	Collegium Da Vinci, Poznan
September 2015 - March 2019	Bachelor Of Science

Certificate

Colian - Gamifikacja i brand hero - marketingowy program wartosci dodanej dla marki Colian

Student project, worked in team of 5 people. We were creating board game and brand hero for Goplana. Where board was part of the box and chocolates were rewards for doing task while playing and some of theme were to be used as pawns on board.