Dawid Jonczak
GAME DEV, PROGRAMMER, DESIGNER

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About me

I have graduated from Collegium Da Vinci, where I studied computer science. Currently focused on gaining my first work experience in gamedev. In meantime I'm working on two projects, which hlps me improve my C#, Unity and Pixel Art skill set.
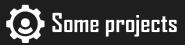
Work Experience

Game Programmer Internship — May - June 2018

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

Some projects

Learn more about these and other projects on my portfolio

Shock;Gate - Thesis | C# | Unity — October 2018 - March 2019 | September 2019

- character control with keyboard + mouse or xbox controller
- designing enemy and programming AI
- implemented mixamo animations and using Blend Tree
- implemented core game mechanics
- sound editing
- running game tests
- implemented two player coop
- Gameplay design
- creating levels in Unity
- creating particles
- drawing wireframes
- HUB weapon selection

Dungeon - Personal Project | C# | Unity — June 2019 - present

- character control using new Unity Input System
- programming AI and creating state machine in Animator Controller
- mixamo animations, using Animation Event and using Blend Tree
- implementing all core game mechanics
- Quest System using ScriptableObject
- enemy design
- Gameplay and Level design
- creating levels in Unity
- UI implementation
- melee and range combat

Skills

C# CODING	**GIT GitKraken Sourcetree** SOURCE CONTROL		**Visual Studio** IDE	**Unity Enigne** GAME ENGINE
Photoshop Gimp GRAPHICS EDITOR	**Audacity** 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.