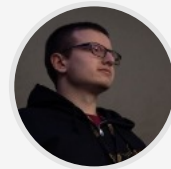


# Jakub Hac



## Unity Developer

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### Employment

Oct 2020 - Jan 2024

#### Unity Developer

**Digital Melody Games, Grodzisk Mazowiecki (hybrid)**

- Implementing gameplay features, from simple to complex systems.
- Integrating third party analytics and cloud solutions, including from Meta and Google.
- Taking part in the design process of multiple games, actively communicating with designers
- Adding realtime multiplayer from different online multiplayer service providers, from platform specific to crossplatform systems, including local realtime multiplayer using Wi-Fi.
- Working in an Agile environment with artist, designers and other developers. Resolving complex git conflicts between team members.
- Creating prototypes for mobile and Android TV. Implementing touch and controller input systems and UI.

Some of the games I have worked on:

- Timberman
- Animal Shelter Simulator
- Car Detailing Simulator 2023

Jul 2020 - Sep 2020

#### Junior Unity Developer

**EvorSolutions, Warsaw (remote)**

- Creating prototypes and trailers for mobile games
- Porting games from web to mobile.

### Education

Sep 2020 - Feb 2024

#### Software Engineering Student

**WIT, Warsaw**

Many games and applications created alone or in collaboration with other students

- Multiplayer Tic-Tac-Toe with multiple rooms (Unity)
- Genetic algorithm written entirely in C#
- Image processing and analysis using OpenCV (Unity)
- Numerous group projects using MVC TDD
- Wave Function Collapse - BSc Thesis

### Languages

Polish (native)

English (CAE C1)

### Certificates

Dec 2023

#### Agile Project Management

APMG International AgilePM® Agile Project Management Foundation

2019

#### CAE C1

Cambridge Advanced English at C1, certified fluent English speaker

2019

#### Enterprise Linux Administrator

Certified by Open SUSE to manage Linux servers and workstations

2018

#### Multiple Networking Certificates

Certified by CISCO, great at managing organization wide networks

### About me

■ Passionate Game Developer

■ Co-op addict and VR enjoyer

■ Obsessed with getting the most performance and quality out of any device

■ Proven in leading teams large and small towards success

### Achievements

Member of Game Dev Science Club "Polygon" at Faculty of Electronics of the Technical University of Warsaw, peak ~150 attendees. Used to be a part of the management during the covid pandemic. Managed online events on twitch.tv, and for a year after the covid restrictions were canceled organized on-site lectures. Organized Elympics 2019 GameJam in collaboration with Elympics