

Mateusz Kusionowicz

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🧪 Skills

C#

Unity

Git

DOTween

UI/UX Design

Game Design

Responsive Unity UI

Photon Fusion (Multiplayer)

Porting

Unity Addressables

English · C1

Polish · Native

🎵 Interests

Strategy Games

Psychology

Experimental Music

Writing

Karate Kyokushin

Art

👜 Work Experience

Lead Developer, Cubepotato Games [🔗](#)

01/2022 – present | Remote

- Managing 6-person team to **deliver milestones**.
- Crafting **Level Editor** for creating all levels, along with **user generated content (UGC)**.
- Supervised and fulfilled deliverables for an **external investor**.
- Developed immersive UI that led to **second place** at HackYeah 2022.

Unity Developer, Draw Distance [🔗](#)

06/2023 – 06/2024 | Kraków

- Implemented Flow with **Unity UI Toolkit** - a **visual dialogue and quest node graph** for the narrative team.
- Prepared the game for **PlayStation, Xbox** and **Nintendo** consoles.
- Used **Unity Addressables** to implement **Dependency Injection** system.

Unity Developer, Wenkly Studio [🔗](#)

03/2022 – 05/2023 | Remote

- Developed **multiplayer** features with **Photon Fusion** for **VR** seamless open world game.
- Improved **game performance** by **32%** using optimization techniques from Unity.

Unity Developer, Rejected Games [🔗](#)

11/2021 – 03/2022 | Remote

- Refactored code for **future reusability** and **better readability** for other programmers.
- Implemented fish flocking behaviour as **State Machine**.

🏆 Awards

Top 5 - HackYeah 2024 [🔗](#)

Top 5 - KrakJam 2024, Digital Dragons [🔗](#)

1st Place - Steelworks Hi-Tech Jam 2023, AGH University Main Library [🔗](#)

2nd Place - HackYeah 2022, Centrum Rozwoju Przemysłów Kreatywnych [🔗](#)