

Dominik Dadański

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Unity Developer

SUMMARY

I am a Unity Developer with over a year of professional experience, passionate about creating engaging and innovative games. Skilled in Unity, C#, and game mechanics design, I excel at delivering optimized solutions and crafting immersive player experiences. I am results-driven, adaptable, and eager to tackle complex challenges in collaborative environments.

EXPERIENCE

Play2Chill

Jan. 2024 – Present

Unity Developer | April 2024 – Present

Poznań, Poland

- **Play2Chill** is an indie game studio specializing in creating engaging and casual simulation experiences for PC.
- As a Unity Developer, I design, implement, and optimize core gameplay mechanics, collaborate on game architecture, and maintain code quality standards.
 - **Key Results:** Served as one of the key contributors to a demo of Aztecs: The Last Sun, culminating in a successful public release of the demo.

Unity Developer Intern | January 2024 – April 2024

- Prior to my promotion to Unity Developer, I was translating Figma mockups into fully programmed UI elements, ensuring consistency between the original visual designs and the final in-engine implementation.

11 Bit Studios

Nov. 2023

Focus Tester

Warsaw, Poland

- As a focus tester at 11 bit studios I tested “The Alters”, evaluating gameplay mechanics and providing actionable feedback to improve user experience and overall design.

EDUCATION

Collegium Da Vinci

Oct. 2022 – Present

Bachelor of Science, Major in Game Development

Poznań, Poland

- Blending advanced programming with creative design to produce compelling, cross-platform experiences.

CERTIFICATIONS, SKILLS & INTERESTS

- **Certifications:** Information Technology Specialist in HTML and CSS; IT Essentials
- **Skills:** Unity; C#; Git; Debugging; Scripting; Communication; Collaboration; Adaptability; Creativity; Teamwork; Problem Solving; Reliability
- **Interests:** Running; Dungeons & Dragons; Cooking, Hiking;