

# Mateusz Kusionowicz

✉ [mateusz@kusionowicz.com](mailto:mateusz@kusionowicz.com)

📍 [kusionowicz.com](http://kusionowicz.com)

🌐 [github.com/TheMatiaz0](https://github.com/TheMatiaz0)

## 🧪 Skills

Unity

C#

Git

Design Patterns

DOTween

Scrum

Photon Fusion (Multiplayer)

Shader Graph

UI Design

English · C1

## 🎸 Interests

Video Games

Karate Kyokushin

Psychology

Post-Punk Music

## 📁 Work Experience

### Unity UI Developer (Onyx), Draw Distance [🔗](#)

06/2023 – present | Kraków

- Collaborating with the art and game design team on **accessible UI/UX**.
- Creating unique shaders using the **Unity Shader Graph**.

### Unity Developer (Survival Nation),

Wenkly Studio [🔗](#)

03/2022 – 05/2023 | Remote

- Developed **multiplayer** features with **Photon Fusion** for **VR** seamless open world game.
- Helped improve **game performance** by **32%** through optimization techniques recommended by Unity.
- Written **custom Unity Editor tools** to help developers and graphic designers achieve their Sprint goal.

### Unity Developer (Mr. Prepper),

Rejected Games [🔗](#)

11/2021 – 03/2022 | Hybrid/Katowice

- Refactored code for **future reusability** and **better readability** for other programmers.
- Engineered initial implementation of fish flocking behaviour as **State Machine**.

## 📁 Projects

### Telegraphist 1920: Beats of War [🔗](#)

11/2022 – present

- Design and implementation of an immersive UI that **helped to secure second place at HackYeah 2022**.
- Supervising and fulfilling deliverables with an **external investor**.

## 🏆 Awards

### 1st Place - Steelworks Hi-Tech Jam 2023,

AGH University Main Library [🔗](#)

### 2nd Place - HackYeah 2022, Centrum

Rozwoju Przemysłów Kreatywnych [🔗](#)