KRZYSZTOF WINCZAK

UI/UX enthusiast, Unity developer and video games aficionado

CONTACT ME



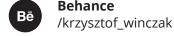
www.krzysztofwinczak.com krzysztof.winczak@gmail.com

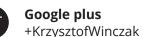


Gdańsk, Poland

SOCIAL











LANGUAGES







SPINKA FILM STUDIO / JAN. 2017 - AUG. 2017

PROJECT LEAD / GAME DESIGNER / UI PROGRAMMER
Led a team that worked on a game, created with Unity, based on the Polish
YouTube hit animation series called Blok Ekipa. I was responsible for
the detailed concept of the game, writing and maintaining project
documentation, monetization process, art direction, UX and UI design
as well as level design. I had to plan the timeline of the project and manage
its progress from pre-production stage to its release. Planning the detailed
schedule of my team and day to day work was also one of my duties. I also
worked on the general art direction for the game and directed the process

of the UI design which I later programmed in its entirety.

• VERY NICE STUDIO / NOV. 2013 - NOV. 2016

GAME DEVELOPER / UI PROGRAMMER

Worked as a part of a small team, creating video games using Unity engine. Worked with graphic desingers to transfer their ideas to Unity. Helped the team with developement problems. Looked for best solutions and being active in game design process.

POLSKAPRESSE / JULY 2013 - SEPT. 2013
 WEB DEVELOPER
 Internship organized by my university. Responsible for maintaining some of the web applications for the company.



/ OCT. 2010 - FEB. 2014

 POLISH-JAPANESE ACADEMY OF INFORMATION TECHNOLOGY, GDAŃSK

Engineer - Information Technology Full time programme in the field of Information Technology with major in Computer Graphics and Multimedia. Final grade - excellent. Degree awarded - engineer.

/ SEPT. 2006 - MAY 2010

 POMORSKIE SZKOŁY RZEMIOSŁ, GDAŃSK
 Technician of Information Technology
 Awarded certificate of competence in IT specialized in web applications.



PUBLICATION

/ SEPT. 2013

 I'VE CREATED A GAME - SO WHAT'S THE NEXT STEP?

Polish Conference on Computer Games Development - WGK



SELECTED PROJECTS

BLOK EKIPA DZIK CHALLENGE 2, GRADIENT, ROCK FACTORY, STACK & RIDE, COPS & ROBBERS, SLIDO, PARKING FEVER



PROFESSIONAL SKILLS

UNITY, C#, ADOBE CC SUITE, ADOBE PHOTOSHOP ACA, UI/UX, HTML/CSS



AMBITIOUS, ANALYTICAL, COOPERATIVE, HONEST, PATIENT, REALISTIC, RESPONSIBLE, VERSATILE