

Kacper Jaworowski

Poznan, Poland | +48 502 478 108 | Htujer@gmail.com | kacperjaworowski.com (Custom HTML/CSS/JS)

TECHNICAL SKILLS

Engines and Tech: Unity 3D, Godot Engine, Unreal Engine 5

Programming: C#, C++, GDScript, JavaScript, HTML, CSS

Tools: Git, Perforce, Jira, Confluence, Trello

Architecture: Object Oriented Programming, Artificial Intelligence, State Machines, Memory Management

Design and QA: Gameplay Mechanics, Level Design, Automated Testing, Collision Debugging

PROFESSIONAL EXPERIENCE

Intern Game Developer | Rubens Games

Unity, C#, Git, Jira, Agile Production

- Engineered the enemy wave director and global health management systems for Mushroom Survivors.
- Developed a minion progression system allowing players to turn defeated enemies into allies and upgrade them via merging mechanics.
- Programmed state machines for allied minions featuring an attack state and a defend state where units pathfind to fill empty slots and form defensive walls around the player.
- Designed multiple phase boss mechanics and optimized gameplay balance through extensive testing.

SELECTED PROJECTS

2DScape (Working Title)

Work In Progress

Unity, C#, Tilemap Systems, Git

- Engineered a dynamic tilemap interaction system capable of identifying specific resource nodes, extracting data, and replacing depleted resources with standard ground tiles.
- Programmed inventory and crafting architecture supporting item stacking, durability limits, and complex resource combinations.
- Developed progression logic for skills including woodcutting and mining, tracking experience points and enforcing level requirements.
- Designed 90 percent of all programming architecture and system mechanics independently.

Puzzle Keeper

Work In Progress

Godot Engine, GDScript, Artificial Intelligence

- Implemented an Object Oriented scripting pipeline for interactive elements utilizing base classes for core logic and inherited scripts to ensure modular code.
- Built a top down puzzle architecture utilizing specialized nodes for logic parsing and trigger events.
- Formulated behavioral trees for enemy movement and environmental interactions.
- Managed 90 percent of the codebase and performed rigorous manual testing to verify puzzle logic completion states.

EDUCATION

Collegium da Vinci

Bachelor of Game Development

Graduated: 2025