KRZYSZTOF **WINCZAK**

UI/UX enthusiast, Unity developer
and video games aficionado

CONTACT ME

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

📍 Gdańsk, Poland

SOCIAL

Linkedin
/kwinczak

Behance
/krzysztof_winczak

Google plus
+KrzysztofWinczak

Twitter
/ThinEze

Facebook
/krzysztof.winczak

LANGUAGES

Polish
Native

English
C1 Level

WORK EXPERIENCE

● **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.

EDUCATION

/ 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

PERSONAL SKILLS

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