

# Mateusz Stanek

## GAME DEVELOPER

### Personal Profile

I am passionate about video games not only as a gamer but also as a creator. I enjoy all aspects of game development, though I feel most comfortable designing and implementing mechanics. As an amateur, I also create music, design paper RPG campaigns, and rock climb.

### Skills

Programming Languages: **C#, C++, Python**

Game Engines: **Unity, Unreal Engine 5**

Tools: **Bitbucket, Git, GitHub, Visual Studio, Audacity, Blender**

Game Development: **Game Design, Prototyping, Optimization**

### Experience

Solo Engineer • Heroes Project • Remote • 2021-2025

- Designed, developed and maintained **all major game systems** for this turn-based strategy
- Conducted extensive gameplay testing and resolved **100+ gameplay and performance bugs**
- Optimized performance and refactored codebase, **improving FPS by ~40%** for release.
- **Coordinated with artists and sound designers** to ensure cohesive game feel and polish.
- Steam page: [https://store.steampowered.com/app/2522830/Heroes\\_Project](https://store.steampowered.com/app/2522830/Heroes_Project)

Gameplay Prototyping • Serenity Forge / RealXP Lab • Remote • 05/2025 - 08/2025

- Worked in a cross-functional team and collaborated with **10+ team members**, studio partners, and mentors
- Delivered a final prototype with a **5-minute polished gameplay slice**
- Integrated features into a shared codebase with **5000+ lines** of production-ready code
- **Implemented 3+ core systems** from concept to final polish, including Obstacles system and prototype controller
- Worked in a real studio environment using **established workflows** and performing **code reviews**
- Link to gameplay video: [https://youtu.be/q9n3clmma\\_A](https://youtu.be/q9n3clmma_A)

### Personal Project

Sword Fighting VR game • Unity

- Developed immersive melee **combat system in VR**
- Implemented responsive controls and realistic enemy AI using **real defensive techniques**
- Link to gameplay video: <https://youtu.be/tB2oVVKE90A>

### Education

NATIONAL-LOUIS UNIVERSITY • 2021-2025 • BACHELOR'S DEGREE GAME PROGRAMMING

- Knowledge of software design and development
- Knowledge base in computer science and mathematics
- Fluent in English and Polish

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