



MARCIN SROCZYŃSKI

GAME & BACKEND DEVELOPER

CONTACT

Address:

Poznań, Greater Poland, Poland

Mobile:

+48 690 184 570

Email:

marcin.sroczyński07@gmail.com

Website:

marcinsroczyński.com

EDUCATION

Computer Science **2015-2019**

Faculty of Mathematics and Informatics, Adam Mickiewicz University Poznań

SKILLS

Focus:

Unity
C#,
Visual Studio / Rider,
.NET Core
Web API
OOP,
Bitbucket,
Git,
JIRA,

Knowledgable:

MS-SQL / T-SQL,
Java,
Flutter,
Android Development



EXPERIENCE

Game Developer

Sept 2017 - present

● **Gamedust / Setapp**

- Implementing core systems of the game for economy, interaction and logic - based on ECS architectural pattern (Entity Component System)
- Implementing systems for connecting the game with external server - which supports real-time connection between client and server with SignalR library, and regular REST Api calls
- Developing and managing server-side (Backend) part of the game
- Creating mobile AR applications
- Creating tools for developers that supported story-telling
- Scripting campaign content

Game Developer

Apr 2016 - Jul 2017

● **Codeaddict**

- Development and maintenance of new and existing games and applications in Unity
- Development of major gameplay features
- Working with designers and artists to implement their ideas
- Participating in games and apps testing and bugfixing proces

Junior Unity / Java Developer

Jan 2016 - Apr 2016

● **Bit Evil SA**

- Participating in games and apps testing and bugfixing process
- Participating in level design process using Tiled map editor
- Assists in a development process of mobile games in Java using libGDX framework
- Assists in a development process of mobile games in C# using Unity