

Daniel Brzezicki

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EDUCATION

OCT 2023 – PRESENT

**UNIVERSITY OF
SZCZECIN**

M.S. Business
Informatics
Szczecin, Poland

OCT 2019 – FEB 2023

**WEST
POMERANIAN
UNIVERSITY OF
TECHNOLOGY**

Software
Engineering
Szczecin, Poland

HONORS & AWARDS

FEB 2022 – JUN 2022

HONORABLE
MENTION FOR
“RINGING
NIGHTMARE” VR
GAME – [ZTGK](#)

MAY 2021

CPA: CERTIFIED
ASSOCIATE
PROGRAMMER

DEC 2020

MTA: SOFTWARE
DEVELOPMENT
FUNDAMENTALS

INTERESTS

GYM, NUTRITION,
SOCIAL MEDIA, SELF-
IMPROVEMENT

SKILLS

GAME DEVELOPMENT:

Typescript, C#, Pixi.js, Unity

SOFT SKILLS:

Team player, Bias for action, Deliver results

EXPERIENCE

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IGNITION INTERACTIVE - GAME PROGRAMMER

- Spearheaded the implementation and design phase of multiple slot and mobile games, ensuring gameplay mechanics and captivating, visual aesthetics.
- Developed innovative features, such as bonus, free spins, expanding wilds, minigames enhancing player engagement and retention.
- Worked closely with artists and animators to ensure seamless integration of graphics and animations, enhancing the overall visual appeal of slot games.
- Implemented intuitive user interfaces and engaging gameplay mechanics, resulting positive user reviews and increased downloads.
- Demonstrated adaptability by staying current with emerging technologies, including seamless integration with APIs.

STACK:

Typescript, Pixi.js, Unity, C#, Starling builder, Spine, Texture packer, Audacity, Playfab, DOTween, DoozyUI, P3DPaintable, Firebase, Google Ads, Spine, Jira, Git

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INDIE DEVELOPER

- Gaining knowledge on every mobile developing aspect.
- Implemented ads, leaderboards using Google API.
- Created mechanics to increase player engagement.
- Successfully created nearly 6 games, ready to market release.

STACK:

Unity, C#, Google API, DOTween, OpenCV, Trello, Audacity, Firebase