




Hubert Mielnik


Lead Unity Developer

Contact

 Warsaw

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 hubeart.com

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Skills

- C#
- Python
- C++
- SQL
- Analytical thinking
- System optimization
- Leadership
- Teamwork
- Strong communication and presentation skills

Education

- **Systems Engineering (BSc)**
Wrocław University of Science and Technology 2018 - 2021
- **Technical and Information Technology Education (MSc)**
Lublin University of Technology 2022 - 2023

Employment

- **Lead Unity Developer**
DBR77 09.2023 - Present
 - Implementing optimization algorithms for Digital Twins of industrial plants
 - Maintaining and updating current Digital Twin platform solution (WebGL, AR/VR)
 - Research and development of new Digital Twin features based on AI/ML
 - Leading a development team
 - Communication with the Business Clients
- **Technical Game Designer & Analyst**
Black Eye Games 01.2022 - 08.2023
 - Designing gameplay systems for Gloria Victis:MMO
 - Gathering, processing and analyzing gameplay data
 - Data presentation and visualization
 - Implementation of game system prototypes
 - Optimization of game systems with the use of data
 - Manual testing of newly implemented features
- **Unity Developer**
Shymoon Games 11.2020 - 12.2021
 - Implementation of systems for a 2D mobile game
 - Design and implementation of systems for a 3D adventure game
- **Unity Developer**
MagicVR 07.2018 - 03.2020
 - Design and implementation of VR arcade games
 - Gathering and analysis of gameplay data

Languages

- Polish (native)
- English (C2)
- Russian (basic)
- German (basic)