



Hubert Mielnik

Lead Unity Developer

Contact



Warsaw



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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



Unity Developer

Playtika

04.2025 - 08.2025

- Implementing system and mechanics for Best Fiends game
- Using Kibana and Grafana to visualize, identify and fix issues
- Preparing tests and quality gates for systems and mechanics



Lead Unity Developer

DBR77

09.2023 - 04.2025

- 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)