

# Hubert Mielnik

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## Education

**Systems Engineering (BSc)** Oct 2018 – Dec 2021  
Wrocław University of Science and Technology, Wrocław

**Technical and Information Technology Education (MSc)** Mar 2022 – Dec 2023  
Lublin University of Technology, Lublin

## Employment

**Unity Game Developer** Jul 2018 – Mar 2020  
MagicVR, Wrocław

- Design and implementation of VR arcade games
- Gathering and analysis of gameplay data

**Unity Game Developer** Nov 2020 – Dec 2021  
ShymoonGames, Remote

- Creating 2D and 3D games for PC and Mobile platforms

**Game Designer and Data Analyst** Jan 2022 – Aug 2023  
Black Eye Games, Lublin

- Designing gameplay systems for Gloria Victis:MMO
- Gathering, processing and analyzing gameplay data
- Data visualizations
- Optimization of game systems
- Manual testing of newly implemented features

**Lead Unity Developer** Sep 2023 – Present  
DBR77, Remote

- 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

## Personal details

LinkedIn

<https://www.linkedin.com/in/hubert-mielnik/>

## Skills

C#

SQL

Python

Analytical thinking

Design and optimization of systems

Strong communication and presentation skills

## Languages

Polish



English



Russian



German

