



Bernard Zaborniak

Unity Developer

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EXPERIENCE

Student Assistant - Lead Designer 10/2018 - 02/2019

Creative Media - HTW Berlin

- Working as **Interaction Designer**, **Level Designer** and **3D Modeler** in **Unity** Engine
- Visualisation of new food production methods in **VR**
- Presenting the project on the international **Green Week** Berlin 2020

Bachelor - Project 10/2018 - 02/2019

HTW Berlin

- Design and development of a puzzle game for **Android** in **Unity** using **C#**
- Managing a project and communication between 8 people using **Scrum**

VR - Gamemaster 09/2018 - 03/2019

Exit Berlin

- Acting as interface between players and game developers
- Solving **VR** specific technical difficulties

Personal Projects 2017 - today

- I'm constantly working on various personal projects, you can find some of them on my website

EDUCATION

Bachelor of Science 2016 - today

HTW Berlin - International Media Computer Science

- Expected graduation in May 2021

AWARDS

Best Bachelor's Project 02/2019

HTW IMI Showtime 2019

- Won Community's and Professor's choice awards for best Bachelor's Project on the show floor.

SKILLS

- AI Programming & Optimisation
- Interaction Design
- Gameplay Programming
- 3D Modeling & Rigging
- Lighting & Level Design
- Game Design & Prototyping

TOOLS

- Unity
- C#
- Java
- Photoshop
- Github. Gitlab
- FMOD
- Ableton
- Blender

LANGUAGES

English	fluent
Polish	native
German	native level

HOBBIES

- Good stories / books / movies / games
- Playing, composing and listening to music
- Designing and making games
- Drawing / painting
- Cooking