



EMILIAN SKOCZYLAS

UNITY DEVELOPER



CAREER SUMMARY

Mid Unity Developer with over 4 years of commercial experience in game development for multiple platforms. I have participated in projects involving gameplay mechanics, networking systems, and development tool integrations. I'm passionate about sharing my experience in Unity and C# through mentoring and public speaking. Whether working in a team or independently, I remain organized, efficient, and focused on delivering high-quality results.

EDUCATION

University of Information Technology and Management in Rzeszow

04.2021 – 09.2022 MSc
Cybersecurity

10.2017 – 03.2021 BEng
Applied Computer Science
spec: Computer Games Engineering

CONTACT

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[Portfolio](#) [LinkedIn](#)

LANGUAGES

Polish – native **English** – B2



PROFESSIONAL EXPERIENCE

Unity Developer

11.2024 - PRESENT

DA Games OÜ

Continuation of work on the *Legends of Elysium* project – further development of existing Unity code, backend systems, and networking modules. In the new team, I took on more responsibility for the delivered features and coordinated the process of porting the game to the Steam platform. I also expanded my technical scope to include optimization tasks and close collaboration with the UI and QA teams. This experience shaped my approach to scalable development.

Unity Developer

04.2021 – 10.2024

Prime Bit Games

As a Unity Developer, I worked on many projects involving gameplay development, user interface implementation, and integration of networking layers (asynchronous programming) and third-party SDKs. Working within Agile methodology, I managed both my individual tasks and the work of a small team of developers. Working directly with clients improved my soft skills and gave me valuable experience in project coordination and stakeholder communication.

Junior / Intern Unity Developer

08.2020 – 10.2020

Prime Bit Games

As part of a student internship, I participated in the development of a 2D mobile game, supporting the team with tasks related to implementing new mechanics, creating animations, and testing. This experience gave me my first hands-on exposure to the full production cycle of a commercial mobile game.

SKILLS AND STRENGTHS

- Strong knowledge of the Unity engine and experience publishing games on multiple platforms, experienced mainly in 2D, with additional exp. in 3D
- Ability to write clean, readable, scalable, and maintainable code and game architecture (OOP, SOLID)
- Excellent ability to collaborate and communicate effectively with teammates and cross-functional teams
- Technologies: [Unity](#), [C#](#), [Photon](#), [Zenject](#), [Unreal](#), [Git](#), [JIRA](#), [JavaScript](#)

EDUCATIONAL ACTIVITIES

- Providing training on game development in Unity for Techni School
- Delivering a lecture at the Cyberiada event in Kraków on programming in Unity, combined with group consultations
- Speaking at the T3G event - a lecture on C# and design patterns with mentoring game jam participants