



## CONTACT

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EU citizen (Polish), no work permit required. Open to on-site, hybrid and remote roles.

## TECHNICAL SKILLS

### Game development

Unity, C#, designing game mechanics and game loops, state machines, behaviour trees, animation integration, Roblox Studio, Lua

### Application development

Python, Java (Hibernate/JPA), .NET, VBA (Visual Basic), Avalonia, MVVM, MVC, SQLite, MSSQL, Oracle SQL, T-SQL, PL/SQL

### Web

FastAPI, Express.js, React, p5.js, TypeScript, Astro

### Tools and delivery

Git, GitHub, CI/CD workflows, Jira, Agile (Scrum, Kanban), MoSCoW analysis, UML, Enterprise Architect, Lucidchart, Vertabelo, LaTeX (documentation)

### Data and AI

AutoML (AutoGluon), Dataiku, OpenCV, YOLOv5, Docker, Podman

### Creative

Blender, Figma (UI / UX prototyping) Scoring and cutting the Haardon game trailer, electronic music production

## LANGUAGES

**Polish** · native

**English** · C1, advanced

**German** · beginner

**Dutch** · beginner

## BEYOND WORK

Distance running, playing and building games, resurrecting storage hardware, electronic music production, security labs (TryHackMe), building and experimenting with multi-agent LLM workflows, MCP integrations and structured DESIGN.md specifications for design-to-implementation agentic workflows.

CV UPDATED SEPTEMBER 2026

# Kamil Majchrzak

Junior Unity Developer & Full-stack Developer · C# & Python

## 01 PROFILE

Software developer with a bachelor's degree in Computer Science and a completed, playable Unity diploma project: Haardon, a five-person FPS/RTS hybrid that I originated, helped lead and programmed. Currently building Game Save Manager, a C#/.NET tool for PC game saves with Steam discovery and guarded backup, restore and sync, and developing my own multiplayer survival game in Roblox Studio. Guided learners through programming concepts using C#, game-development fundamentals, and Lua in Roblox Studio, combining explanations with practical exercises and projects.

## 02 EXPERIENCE

### Programming Instructor · Giganci Programowania

Jul 2025 - Feb 2026

- Taught C#, game-development fundamentals and Lua scripting in Roblox Studio, alongside Python applications, mathematics in Python and introductory AI, to learners aged approximately 8 to 18.
- Adapted explanations and exercises to each group's experience level and coached learners to debug and solve problems independently.

## 03 SELECTED PROJECTS

### Haardon, a Unity game · Programmer and project lead

2022 - 2024

Unity · C# · Jira · Agile delivery · FPS / RTS game [majchrzak.me/projects/haardon](https://majchrzak.me/projects/haardon)

- Team result: a playable FPS/RTS game with first-person combat, RTS construction and unit orders, procedurally generated terrain and objectives, and enemy waves; released as a diploma build with a public [trailer](#).
- Created the FPS/RTS hybrid game concept, formed the five-person diploma team from two student groups and coordinated delivery through Jira and twice-weekly reviews across early-alpha, beta and final milestones.
- Implemented player health and combat feedback and several player skills, integrated character models and animation, and co-developed the Healing Aura ability and game-system events.
- Contributed to shared first-person movement, weapon-camera and camera-control code; prototyped binary position saving, a save system and a high-score system.
- Composed the trailer music and wrote the technical sections of the dissertation covering inspirations, implementation choices, limitations, problems encountered and future work.

### Game Save Manager · Solo developer, cross-platform game tooling

Present

C# / .NET · Avalonia · SQLite · ValveKeyValue [github.com/x0-1f/Game-Save-Manager](https://github.com/x0-1f/Game-Save-Manager)

- Building a cross-platform tool for PC game saves: Steam library, game and profile discovery from the registry and Valve KeyValue (VDF) data, then backup, restore, transfer and sync of save files.
- Designed the safety model for consequential file operations: preview before execute, path containment, opt-in overwrite, SHA-256 manifests and an auditable SQLite history.
- Shipped local-folder, SFTP/SSH and Google Drive sync on one provider contract, plus a dockable workspace with saved layouts, accent themes and a text scale that reflows every screen.

### Cont-Air-Near · Programmer and project lead, four-person team

2024 - 2025

Python · FastAPI · React · SQLAlchemy · SQLite [github.com/x0-1f/Cont-Air-Near](https://github.com/x0-1f/Cont-Air-Near)

- Implemented registration, the user system, JWT authentication, bcrypt password hashing and salting, and four-role authorisation across the FastAPI backend and React client.
- Integrated feature branches, resolved conflicts and repaired CI ahead of delivery of the cargo-management application.

## 04 EDUCATION

### Bachelor's degree in Computer Science

2020 - 2026

Polish-Japanese Academy of Information Technology · Completed

The programme included a sabbatical year in 2021 to 2022.

Coursework and projects covered application development, web systems, databases, software engineering, machine learning, AutoML (AutoGluon, Dataiku) and end-to-end AI system design, external API integration, computer vision, graphics, infrastructure, development methodologies and security.

Diploma: Haardon, a licensed Unity and C# FPS/RTS game with procedural world generation, delivered through early-alpha, beta and final-product milestones with Agile delivery.

EU citizen (Polish) · Based in the Netherlands · No work permit required

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