

Konrad Kowalczyk

Senior / Lead Software Engineer

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I'm a Unity developer and passionate gamer. Since early childhood I was interested in programming - starting from simple calculators in C, through easy HTML sites and mobile apps, to finally finding my niche in the gamedev world. Nowadays, outside of work, I'm experimenting with applications of generative AI, which is summed up in my engineering thesis "Artificial intelligence in computer games based on the prototype of an RPG game".

EXPERIENCE

Senior Unity Developer

2025 - now

FunCrafters - Mobile games

- Development of mobile titles

Senior / Lead Unity Developer

2023 - 2025

Room 8 Studio

- Lead Developer on a mobile/WebGL game centered around crypto, NFTs and real-time stock market integration (NDA). Oversaw the full development lifecycle and managed a cross-functional team of 10, including developers, designers and QA. Led architecture design, feature planning and live operations, ensuring on-time delivery of high-performance, scalable systems across platforms.
- Core developer on a top-ranking mobile Battle Royale title, contributing to core gameplay systems and performance optimization
- Core developer on a visually rich tile-matching mobile game, working on UI, animations and game mechanics
- Provided consulting and bugfixing support for a PC adventure RPG, assisting with stability and performance improvements

Junior → Lead Unity Developer

2014 - 2023

Black Eye Games

- Led the development and delivery of new features on a weekly cadence for the company's flagship MMO title
- Designed and implemented hundreds of features focused on backend infrastructure, security and in-game mechanics
- Played a key role in the development and successful launch of three major titles: Gloria Victis MMO, Siege Survival and Nadir - collectively achieving over 1 million units sold on Steam

SKILLS

Core: Unity3D (all versions since Unity 3), C#, .NET backend, SQL

Networking: Authoritative servers, State synchronization, RPCs, Photon, Photon Quantum, uLink, REST API, SignalR, Azure, PlayFab

Gamedev: Advanced editor tooling for developers and designers, AI (behavior trees, FSM, navmesh), Performance optimization (code, UI, assets), Addressables, Architecture from scratch (design patterns, SOLID), Legacy codebases

AI-assisted engineering: Daily AI-augmented workflow: GitHub Copilot and Claude for coding, refactoring, code review and rapid prototyping, Agentic coding tools for automating multi-step development tasks, LLM API integration in gameplay (OpenAI) - dynamic NPC behaviors and decision-making, Prompt engineering and evaluating new AI tools for team workflows

Other: Team leadership (up to 10 devs), Web3 (blockchain, NFT, wallets), Git, Plastic SCM

EDUCATION

Bachelor of Computer Science

2019 - 2023

Krakow University of Technology

Thesis: "Artificial intelligence in computer games based on the prototype of an RPG game"

Medical Physics (ungraduated after 3 years due to urgent family reasons)

2012 - 2015

AGH University of Science and Technology in Krakow

LANGUAGES

Polish - native

English - C1

HOBBIES

Game development, Astronomy, LLMs

I agree to the processing of personal data provided in this document for realising the recruitment process pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 (General Data Protection Regulation).