

Adam Janikowski

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ABOUT ME

I'm at my best when I'm making other people's work easier; building tools and pipelines that let designers, artists, and developers move faster and fight their engines less.

SKILLS

Languages: C#, C++, C, Python, TypeScript, JavaScript

Stack: Unity, Unreal Engine, .NET, React.js, Node.js, Next.js

UI: Slate, WPF, Qt

Workflow: CI/CD, Git, SVN, Plastic SCM

Cloud: AWS, Microsoft Azure

DCC Software: Blender, Maya

Task Management: Jira, Trello, Notion, Miro, Milanote, GitHub Projects

General: Multithreading, memory management, profiling, debugging, algorithms and data structures, polymorphism

PROFESSIONAL EXPERIENCE

Software House Open Tangerine

August 2022 - April 2026

Unity Tech Lead

April 2025 - April 2026

- Technical ownership of a large-scale Unity application composed of 120+ asset-bundle-driven mini-games and a metaverse layer
- Designed and maintained a scalable asset bundle pipeline, including versioning, validation, and tooling for content creators
- Defined scene architecture, loading strategy (lazy loading), and overall project structure
- Built custom Unity editor tools for:
 - asset bundle management and version control
 - automated scene validity and consistency checks
 - fast level setup and iteration
 - visual debugging and scene data visualization
- Implemented automated asset and scene validation on commit to enforce content quality
- Owned performance strategy: profiling, optimization and performance testing tools
- Researched and introduced new technologies
- Resolved critical performance and stability issues

- Integrated Unity with native iOS and Android layers
- Led a cross-disciplinary team (3 developers, 2 artists, 1 audio), closely collaborating on pipeline and tooling needs
- Guided developers, establishing best practices, technical standards, and collaborative workflows

Unity Developer

August 2022 - April 2025

- Implemented core systems for a networked multiplayer application (100 CCU)
- Developed complex movement systems, animation state machines, and emote systems
- Integrated, extended, and maintained multiple mini-games within a shared platform
- Implemented vehicle movement and deterministic gameplay systems
- Built and optimized networking features including text and voice chat
- Designed and implemented a modular scene management system supporting multiple mini-games
- Created tooling for fast iteration and scene validation
- Developed performance testing and profiling tools, followed by systemic optimizations
- Worked on a Fall Guys-like game mode, including:
 - level logic
 - scene validation
 - tooling for fast iteration
- Actively contributed to technical decision-making and architectural decisions

The game: Exscape (10M+ downloads) - <https://exscape.com/>

DreamStorm Studios

July 2019 - February 2022

Unity Developer

- Created interactive museum project using Unity Timeline, enabling presentation sequences (similar to Unreal Sequencer)
- Solo-developed an end-to-end AR wedding invitation application, from architecture to delivery
- Core developer of an AR app used in 5 shopping centers serving a city of ~150,000 residents, including real-world rewards and user interaction systems
- Implemented custom save and audio systems during production, later replaced with mature third-party solutions to improve team velocity and reduce technical debt
- Built camera tools, movement mechanics, and puzzle systems for a narrative-driven game
- Defined core architecture for a narrative game, including gameplay systems and data flow
- Implemented terrain drawing and interaction tools for gameplay and level design
- Delivered three game prototypes per month for an external client under tight deadlines

- Lead developer on an AR project for a large tech company (NDA), including real-life reward systems for its' employees

Games:

- Narru: The Forgotten Lands - <https://store.steampowered.com/app/1876010/>
- Natural Instincts: European Forest - <https://store.steampowered.com/app/1168610/>

PROJECTS (AVAILABLE ON GITHUB)

[Chronicle](#) (61 ★ | C++, Unreal Engine, Slate, Sequencer)

Unreal Engine plugin for building narrative-driven games. It gives developers a visual way to create branching dialogues, hook up game logic through a rule system, manage characters, and cinematic timelines - all from within the editor.

[Unreal Project Hub](#) (C#, .NET, WPF)

Desktop app to streamline Unreal Engine workflows, automating repetitive tasks and accelerating iteration for developers and designers alike.

[Asset Validator](#) (C#, C++, Python, .NET, WPF)

Validation tool leveraging Unreal Engine and Blender metadata to catch errors before they break builds, improving content pipeline reliability and developer productivity.

QUALITIES

Clear communication, good understanding of people across various game-dev disciplines, mentoring and knowledge sharing, analytical thinking, systems-oriented problem-solving, fast learning, adaptability, reliability, ownership mentality, and collaborative mindset.

LANGUAGES

English - professional fluency

Polish - native

INTERESTS

Long distance running, calisthenics, piano, narrative-driven video games, tabletop RPGs, board games, anime, drawing.

EDUCATION

Silesian University of Technology

2018-2021 • 2026 - Present

Informatics - Faculty of Automatic Control, Electronics and Computer Science

Note: left after three years to pursue professional experience. Back now, by choice.
Individual study plan, so it doesn't interfere with work.

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 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation).