

Tymoteusz Jaskólski

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I'm looking to start out as a Junior Gameplay Programmer at a studio that makes systemic games (tactics, roguelites, RPGs or action titles) where emergent systems, smart enemy behaviour and reactive environments drive the experience, and to grow into a systems and AI role where I help design those mechanics, not just code them.

SKILLS

Hard skills

- Unity 6 (URP)
- C#
- Unreal Engine 5 (Blueprints / C++)
- Gameplay programming (AI, NavMesh)
- Input System, UI Toolkit, Cinemachine
- Data-driven design (ScriptableObjects)
- Netcode for GameObjects (architecture)
- Git / GitHub (LFS, pull requests)
- Jira, Azure DevOps
- DaVinci Resolve, Photoshop

Soft skills

- Teamwork (Git workflow)
- Task planning and estimation
- Problem solving / debugging
- Clear communication
- Self-directed learning

EXPERIENCE

January 2026 - present

Intern | Taskscape Ltd | Remote | Internship

Web development, content and video production. Maintenance of WordPress sites, editing and publishing of 50+ YouTube videos and Shorts in DaVinci Resolve, task planning and estimation in TaskBeat and Azure DevOps, technical specifications, UI/UX audits and Git-based work on a remote VM.

April 2023 - August 2024

Sports Advisor | Decathlon | Poznań | Retail

Advised customers in the cycling and fitness departments and ran the customer service point: translating user needs into solutions, clear communication and teamwork towards shared quality targets.

September - November 2024

Customer Advisor | Papiernik by Empik | Poznań | Retail

Customer service, sales and deliveries in a stationery and art-supplies store: attention to detail, following defined processes and reliable teamwork.

EDUCATION

2024 - present

University Student | Collegium Da Vinci | Poznań

Game Development (Bachelor's degree programme)

LANGUAGES

- Polish - native (C2)
- English - advanced (C1)

PROJECTS

Unity Developer - "Cinderhold", 2D dungeon crawler, personal project (October 2026 - present)

phantom-official.itch.io/cinderhold

Telegraphed melee combat with weapons as ScriptableObjects, enemy types as data-driven state machines (the boss has no boss-specific code), loot, levels and a weapon shop, JSON saves, and two floors authored as text maps; 75 EditMode and 24 PlayMode tests run headlessly. Most of the code was written with Claude Code under my direction: I set the scope and design rules, reviewed every change and its tests, and playtested.

Unity Programmer - "Push Comes to Shove", turn-based tactics, personal project (March 2026 - present)

phantom-official.itch.io/push-comes-to-shove

I wrote an isometric grid turn engine (TurnManager, BFS movement range, unit placement) and State-pattern interaction modes with auto-generated UI, drove tiles and levels from ScriptableObjects, built push and collision resolution with fixed, deterministic damage, added line-of-sight attacks and migrated the input to the Unity Input System. Grid, pathing and pushes are covered by EditMode tests.

Unity Developer - "Horde Hours", 3D survivors-like, personal project (January - February 2026)

phantom-official.itch.io/horde-hours

I built a ScriptableObject ability framework (projectile, aura, whip and instant abilities cloned per run, with passives that modify a shared stat sheet), one object pool for enemies, projectiles, VFX and pickups, timed waves on a NavMesh, a three-card level-up offer and a JSON save system.

Maintainer - "Eternity Keeper", open-source save editor for Pillars of Eternity (July 2026 - present)

github.com/phantom17/eternity-keeper

I took over a dormant community fork and shipped releases 1.0.0-beta and 1.0.1-beta (Java 8 / JCEF): inventory, abilities, party, stronghold and vendor editing, every write checked against 25 documented save invariants, 708 JUnit tests and CI / packaging workflows. Most of the code was written with Claude Code under my direction: I specified each feature from the game's behaviour, reviewed the changes and did all in-game testing.

TEAM PROJECTS & ACTIVITIES

Unity Developer - “TagTheGame”, team project (October 2026 - present)

I am developing a 3D third-person multiplayer “bomb tag” game for PC in Unity 6 / URP with a four-person team. I implemented the bomb-fuse and explosion mechanic, designed the host-authoritative multiplayer architecture (Netcode for GameObjects) and set up the team's Git LFS repository, pull-request workflow and Git guide.

Unity Developer - “Mansion of Grief”, first-person horror, team project (October 2025 - July 2026)

Four-person team. I built the bear enemy AI (patrol / roar / chase state machine, field-of-view and raycast detection on NavMesh, URP danger vignette, hurt-and-retreat, jumpscare), the pause and main menus, the inventory, the shadow, keypad, pressure-plate and mirror-beam puzzles, the level intro flow and the player health state.

Unity Developer - “Garden Simulator VR”, team project (June - July 2026)

VR gardening sim (Unity 2022.3, XR Interaction Toolkit) built on a course template. I wrote the economy layer: event-driven inventory, item and shop-catalog ScriptableObjects, vendor and shop UI, a harvest crate, collect-on-grab, a pest-infestation mini-loop, a mushroom spawner and multi-fruit clusters.

Team member - “Animal Shelter”, team project (February 2026)

Top-down animal-shelter management prototype in Unreal Engine 5.6. My part was small: minor UI work plus ideas for mechanics and the dog species.

Creator of the YouTube channel “phanto” (July 2026 - present)

I run an English-language channel on the psychology of video games. I research, script and produce video essays, including a narrative adaptation of a *Pillars of Eternity* questline, and manage the production pipeline in Notion.

Organising team - Academic Counter-Strike 2 Championships of Poznań and Wielkopolska (June 2026)

I helped prepare and run the tournament on site as a member of the AZS Collegium Da Vinci organising team.

I hereby give consent for my personal data included in my application to be processed for the purposes of the recruitment process in accordance 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 (GDPR).