

Jakub Berut

UNITY DEVELOPER | GAMEPLAY PROGRAMMER | PROJECT MANAGER

CONTACT

mail hello@jakubberut.com
loc Łódź, PL

LINKS

web jakubberut.com
git github.com/kubarek1122
in [/in/jakub-berut](https://www.linkedin.com/in/jakub-berut)
itch kubarek1122.itch.io

CORE SKILLS

- Gameplay Programming
- Multiplayer
- Performance Optimisation
- Code Architecture
- Technical Leadership
- Build Pipeline & Tooling
- Project & Team Management
- Agile (Scrum, Kanban)

TECHNOLOGIES

LANGUAGES

- C#
- C++
- Python
- SQL
- HLSL

ENGINES

- Unity
- Custom engine (OpenGL)

UNITY

- AssetBundles
- Addressables
- Zenject
- UniTask
- DoTween
- URP/HDRP
- Input System

NETWORK & PLATFORMS

- Netcode for GameObjects
- Epic Online Services
- Steamworks
- PlayStation Dev

TOOLS

- Git
- Rider
- ClickUp
- FMOD

EDUCATION

MSc Business Management

University of Lodz
Company Management
Thesis: Project management in game production (Bytebond).
Oct 2023 - 2026

BEng Applied Computer Science

Lodz University of Technology
Game & Simulation Technologies
Thesis: Procedural quest generation.
Oct 2019 - Jun 2023

CERTIFICATES

Project Management
SKVOT · 2024

LANGUAGES

Polish native
English C1

PROFILE

Unity Developer with 4+ years building commercial PC games. I specialise in gameplay architecture, mechanic implementation and optimisation. I have worked both as a programmer and as an Associate Producer - owning project progress, production planning and team workflow (Agile: Scrum, Kanban).

EXPERIENCE

◆

Nov 2024 - now

Associate Producer → Unity Developer

Big Cheese Studio · Łódź

Cooking Simulator + BBQ · team of 4-8 · PC, Xbox, PS, Switch · 1M+ sold

- Production (2024-2025): ran the development team, planned the roadmap and sprints, reported progress to the board.
- Organised the QA / Design / Development workflow and all external communication.
- Development (2025-2026): new gameplay mechanics, legacy code, designer tooling, Steamworks and EOS integration, analytics.

- Built and rolled out the build pipeline: fewer broken builds, project prepared for CI/CD.
- Cut crashes by 50%; contributed to a 5-7% rise in the game's Steam rating.
- Migrated Rewired to Unity Input System; completed the Epic Online Services integration.

Unity, C#, UniTask, DoTween, Steamworks, Epic Online Services, AssetBundles, Git, ClickUp

◇

Jul 2022 - now

Co-Founder & Gameplay Programmer

DVD Unicorns · Remote

Bytebond · 3D co-op puzzle game · team of 7 · PC (Steam)

- Code architecture and gameplay: enemy AI, puzzles, input, movement, camera.
- Multiplayer on Netcode for GameObjects, plus the UI and Steamworks integration.
- Team tooling and code review; represented the team at PGA and Digital Dragons.

- Designed and built the movement and camera system the whole game rests on.
- 13k wishlists and 20k demo downloads ahead of launch.
- Best Gameplay (Game Access 2022), Best Game Design (ZTGK 2022), PAX Rising (PAX East 2025).

Unity, C#, Netcode for GameObjects, Zenject, DoTween, Steamworks, Git

◇

Dec 2023 - Oct 2024

Unity Developer

SimFarm · Łódź

Rancher: A New Life · 3D ranch simulation · team of 5 · PC (Steam) [unreleased]

- Gameplay mechanics: inventory, vehicles, the renovation and save systems.
- Code architecture, refactoring and cleanup of a legacy codebase; sprint planning.

- Raised performance from roughly 30 to 80 FPS.
- Defined the development team's core workflow, used for the rest of production.

Unity, C#, HDRP, DoTween, Git

◇

Sep 2022 - Jul 2023

Junior Unity Developer

Big Cheese Studio · Łódź

Cooking Simulator (team of 5) · Underdose (team of ~10) · PC (Steam)

- Mechanics and gameplay UI; interactive 2D objects for Underdose.
- Bug fixing and project maintenance; AssetBundles and Addressables.

Unity, C#, Git, AssetBundles, Addressables, DoTween

PROJECTS

Delayed

github.com/matey-99/Delayed

2022

3D puzzle platformer on a custom C++/OpenGL engine built in 3 months · team of 6

- Team leader; gameplay, physics, shaders, optimisation and FMOD audio.

- Game Development award — ZTGK 2022.