

Mikołaj Bystrzyński

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Birth date: 17 Jan 1995
Country: Poland
Voivodeship: Greater Poland
City: Poznań



Education

10.2014 – 06.2019 **Collegium Da Vinci**
Major: IT
Specialization: Game Design
Grade: engineer

Experience

- 03.2026 – present **Senior Unity / XR Developer**
MAE Content
- Development of an XR experience authoring editor.
 - Developing the complementary XR runtime player that delivers authored content to end users.
- 02.2025 – 07.2025 **Unity Developer / Devops**
Yellow House Education SA
- Companion apps implementation for Android and iOS.
 - Project maintenance.
 - Build server administration.
 - Release management for Google Play and Apple App Store.
- 08.2021 – 01.2024 **Senior Game Developer**
Product Madness
- Developing multiple mobile projects with a team of product owners, designers, developers and artists.
 - Ensuring highest quality of code by writing unit tests, reviewing pull requests and submitting builds to QA.
- 06.2020 – 08.2021 **Lead Game Developer**
BeCREO Technologies sp. z o.o.
- Implemented in-app purchases for Scottie Go! Labyrinth Mobile.
 - Implemented on-screen coding and backend platform for Scottie Go! Dojo.
 - Project maintenance.
 - Build server administration.
 - Release management for Google Play, Apple App Store and Windows.
- 09.2017 – 04.2019 **Unity Game Developer**
GameDust sp. z o.o.
- VR gameplay mechanics implementation
 - Pathfinding system for Spuds Unearthed.
 - Audio implementation in FMOD.
 - Custom voiceover & dialogue system for Overflight Singleplayer.
 - Network systems for Overflight Multiplayer.

Languages

English: Advanced (C1)
Polish: Native.

Skills

Programming: C#, JavaScript, C++, C
Engines & Tools: Unity (Editor scripting, custom tooling), Addressables, FMOD
Frameworks: .NET Framework, .NET Core, ASP.NET, Unity ECS
Version Control & CI: Git, Azure DevOps, Github, Gitlab, Perforce

Technical Highlights

Architecture, Engine R&D & Tooling

- **LELEngine**
Custom C# OpenGL game engine built from scratch on OpenTK, exploring low-level rendering, GLSL shaders, and engine architecture. (github.com/mikii123/LELEngine)
— *Personal R&D*
- **LELware — SaaS backend platform for games**
Game-oriented backend service built in ASP.NET and Entity Framework Core, providing server-side infrastructure for games.
— *Personal R&D*
- **Runtime C# scripting via Roslyn**
Runtime compilation and execution of C# code using the Roslyn compiler API. Used server-side in LELware for custom game logic without redeployment, and client-side in **New Frontier** (personal game project) as the foundation of its modding system, enabling players to extend gameplay with native C# mods.
— *Personal R&D*
- **Advanced Odin Inspector tooling**
Custom drawers, value resolvers, attribute processors, and serialization-driven editor UX powering designer-facing workflows.
— *Commercial*
- **Poly**
A lightweight open-source serialization toolkit for Unity, including a polymorphic JSON serializer that handles abstract types and interface fields where Unity's built-in serializer falls short. (<https://github.com/mikii123/poly>)
— *Personal Open-Source*
- **Custom Unity Package Ecosystem**
Maintainer of a private suite of UPM-compatible reusable modules used across personal and commercial projects.
— *Personal Open-Source*

Live Content Pipelines & Dynamic Delivery

- **Dynamic content delivery for iOS/Android**
Without repeated store submissions. Unity Addressables + Server-hosted asset catalogs.
— *Commercial*
- **GLTF-based runtime scene import/export pipeline**
Editor and live-app round-tripping of glTF scenes for user-generated and server-driven content.
— *Commercial*
- **Multi-platform backend integration experience**
Hands-on commercial work with brainCloud, PlayFab, GameSparks, and custom in-house backends; comfortable picking up new BaaS platforms and integrating them into Unity client architectures.
— *Commercial*

Multiplayer, Networking & Simulation

- **Polywar RTS**
Deterministic lockstep RTS architecture in Unity, with custom networking and deterministic physics; a reference implementation for rollback-free multiplayer strategy. (<https://dev.azure.com/miki123by/PolywarRTS>)
— *Commercial*
- **Network systems for Overflight Multiplayer**
On Oculus Gear VR / Go, Mi VR, and Pico Neo.
— *Commercial*
- **Pathfinding systems**
For Spuds Unearthed and an unannounced RTS title.
— *Commercial*

Audio, XR & Education Platforms

- **On-screen visual coding environment & backend platform**
For Scottie Go! Dojo — a programming-education platform for ages 6–15.
— *Commercial*
- **FMOD audio integration**
For Spuds Unearthed — event design in FMOD Studio and runtime integration via the FMOD Unity API.
— *Commercial*
- **Custom voiceover & dialogue system**
For Overflight singleplayer campaign.
— *Commercial*
- **XR gameplay mechanics implementation**
Across multiple standalone and mobile XR titles.
— *Commercial*