

Artur Mandas

Senior Full Stack Unity Developer | Houdini Technical Artist

Over 15 years of experience in CGI, 8 in GameDev, 4 in AR | VR | mobiles. Merging the world of full stack Unity/C# coding with mostly technical design creation. Huge experience with different pipelines. Creative and friendly person with determination, constant growth via personal projects.



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📍 Warsaw, Poland

WORK EXPERIENCE

Senior Full Stack Unity Developer | Houdini Technical Artist

Freelance at <http://arturmandas.com>

09/2007 - Present Warsaw, Poland

Coding AR / VR / GameDev; R&D, PoCs, tech consulting. Full project coverage. Desktop/mobile. Contracting for Purpl. 3D Generalist / procedural art.

Achievements/Tasks

- Solo coded over 70 apps & several games for: Microsoft, SAP, Samsung, Coca-Cola, UA, Honeywell, Rabobank.
- Delivered CG products for: Sony, Polsat, Finlandia, Mercedes, Play, Procter & Gamble, Gillette, Era GSM.

Game Developer | Game Artist

Samsung Electronics R&D

11/2013 - 03/2015

Warsaw, Poland

Achievements/Tasks

- Co-created games: Futuracer, Ancient Adventurers, The Viking's Run. Responsibilities: programming (C#/Unity 3D), modeling & texturing, design, trailer creation

Report Systems Analyst | Programmer

Infovide Matrix

09/2007 - 09/2008

Achievements/Tasks

- Developed & supported CCM system for Citibank Handlowy. Training on Business Objects technology.

Cognos Business Intelligence Consultant

Mineral Midrange

09/2006 - 07/2007

Achievements/Tasks

- Developed & supported BI project: Credit Portfolio Analysis for Raiffeisen Polska S.A. Technologies: Cognos, SQL, HTML, JS

EDUCATION

Master of Arts in Economics (faculty of Quantitative Methods and Information Systems,

Warsaw School of Economics

09/1999 - 06/2004

Warsaw, Poland

Courses

- Specialization Computer Science in Business

Master of Arts in Economics (faculty of Finance and Banking)

Warsaw School of Economics

09/1999 - 06/2004

Warsaw, Poland

SKILLS

C#

Unity

.NET

Houdini

VEX

Android / iOS SDK (Unity)

Javascript

After Effects

Illustrator

Affinity Photo / Designer

Substance

ZBrush

Python (Blender API)

Phaser

AFrame

REST

Blender

Maya

3DS Max

Photoshop

Git

SCM

Terragen

GAEA

PERSONAL PROJECTS

Hrzn Universe (10/2017 - Present)

OS Omega (06/2014 - 03/2020)

Hprsrfc (procedural art collection) (2017 - Present)

True Bliss, Gem Box (2015 - Present)

ACHIEVEMENTS

Oscar qualification for Polish short "The Game" (dir. Marcin Janiec) (2011 - 2012)

1st place in a contest for the best master thesis (2003 - 2004)

LANGUAGES

Polish

Native or Bilingual Proficiency

English

Full Professional Proficiency

German

Limited Working Proficiency

Russian

Elementary Proficiency

INTERESTS

Computer graphics creation & programming, game dev, bicycles, trekking, movies, music