

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 <https://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 BusinessObjects 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



PERSONAL PROJECTS

Hrzn Universe (10/2017 - Present)

OSOmega (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	English
Native or Bilingual Proficiency	Full Professional Proficiency
German	Russian
Limited Working Proficiency	Elementary Proficiency

INTERESTS

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

"I agree to the processing of personal data provided in this document for realizing 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)."