

Dominik Zieliński

Unity3D Developer

Aleksandrów Łódzki 20c/17

95-070

Poland

+48 793 938 401

dom.leander@hotmail.com

dz4unity3d.com



Unity3D Developer with 10+ years of experience as a generalist (artist, coder, animator, designer)

Professional Profile

Unity3D Developer with over 10 years of experience as a versatile generalist. Proven track record delivering games across PC, mobile, and console platforms. Experienced in independently running successful Steam franchises and managing the full development cycle.

Professional Experience

- 2018–Present **Unity3D Steam Developer**, *Mosaica / Mosaïque Franchise*, <https://abr.v.in/jxl1>, Poland
- Independently developed and published multiple successful Steam titles, managing full production, marketing, and community.
 - Designed and implemented complex gameplay systems, UI/UX, and mechanics in Unity3D.
 - Expanded the franchise with regular updates, increasing player base and revenue.
- 2017–2018 **Unity3D Developer**, *Unsalted / WingDiver*, Poland
- Developed core gameplay mechanics and features in Unity3D.
- 2013–2017 **Lead Artist & VFX Artist**, *11 bit studios*, Warsaw
- Lead Artist on *This War of Mine* — shaped the game's distinctive visual style.
 - Created VFX and 3D assets for *Frostpunk*.
 - Mentored the art team.
- 2012–2013 **3D Artist**, *Orka Post Production Studio*, Poland
- Delivered 3D assets and visual effects for commercial and film projects.
- 2004–2012 **3D Artist**, *Calaris Interactive • Full-Fat • Frost3D*, Poland
- 3D modeling, texturing, and animation for shipped titles including *M&M's Cart Racing*, *Jambo Safari*, and *Wolfschanze 1944*.

Education

Bachelor of Arts – Visual Arts, *Academy of Fine Arts in Łódź*, Łódź

Skills

Technical Unity3D (Advanced), 3ds Max, ZBrush, Photoshop, After Effects, Premiere Pro
Additional AI-assisted development, 3D modeling, VFX, UI/UX
Languages Polish (Native), English (C1 – Fluent)

Website

- Main Portfolio & Projects: dz4unity3d.com