Bartosz Jarzębowski

Game developer, Programmer
VR/AR Specialist

View my full portfolio at: **jarzebowski.net**

Located at: Wrocław, Poland
Born: 27 January 2000

Contact me

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Technical Skills

- Unity (C#)
- Godot (Gdscript)
- Git, Plastic SCM
- VR/AR SDKs & plugins

Languages

- Polish (native)
- English (fluent)

Interests & Hobbies

- FDM 3D printing
- Cinematography
- Beer brewing
- Medieval reenactment

About Me

I'm a developer with 3+ years of experience specializing in games and VR training applications using Unity Engine. I'm especially passionate about creating games and apps that people genuinely use and connect with. In my spare time, I enjoy working on non-VR titles, where I can experiment with new mechanics, prototype ideas, and push creative boundaries.

Work experience

~ Unity VR Developer at Giant Lazer   (2021, 2 years 7 months)

- Developed immersive VR/AR training simulations
- Built a Unity toolkit used as the foundation for multiple applications
- Integrated XR peripherals and custom input devices
- Engineered scalable architecture
- Handled debugging and documentation

~ VR Porting Developer (Contract)   (2024, 2 months)

- Ported a PC game to standalone VR platforms
- Designed and implemented alternative VR minigames
- Optimized performance and integration for standalone headsets

Latest commercial projects

~ Warehouse hall planner
Educational VR application that helps students plan and visualize warehouse layouts in 3D space.

~ Tanker service process
Interactive VR training simulation teaching safe procedures for industrial tanker operations.

~ Traffic management
VR training app simulating real-world traffic control with hand-tracked gesture input, and real-time feedback.

~ Training police employees
Police training simulation featuring realistic VR firearm mechanics and treadmill-based movement.

~ Unity toolkit
Modular Unity framework that accelerated internal VR app development across multiple projects.

~ VR game port (TBA)
Standalone VR adaptation of popular PC game, featuring custom-designed minigames and performance optimization.