

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.

I authorize the processing of personal data present in the CV pursuant to Legislative Decree 101/2018 and of the GDPR (EU Regulation 2016/679). I also consent to the processing of my personal data for the purposes of any future recruitment processes.

Wyrażam zgodę na przetwarzanie moich danych osobowych dla potrzeb niezbędnych do realizacji procesu tej i przyszłych rekrutacji (zgodnie z ustawą z dnia 10 maja 2018 roku o ochronie danych osobowych (Dz. Ustaw z 2018, poz. 1000) oraz zgodnie z Rozporządzeniem Parlamentu Europejskiego i Rady (UE) 2016/679 z dnia 27 kwietnia 2016 r. w sprawie ochrony osób fizycznych w związku z przetwarzaniem danych osobowych i w sprawie swobodnego przepływu takich danych oraz uchylenia dyrektywy 95/46/WE (RODO)).