



JAKUB KACZOR

GAME DEVELOPER

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🌐 jkaczor6.github.io/portfolio

🏠 Cracow, PL

Education

Zespół Szkół Mechanicznych nr 3

2021-2026

Specialization: Programming Technician

Engines & Tools

Unreal Engine 5

Unity

Visual Studio, Git, Blender, Aseprite

Languages

C++

C#

Blueprints

English Advanced

Skills

Teamwork

Driver's license category B

Punctuality

Precision

MS Office proficiency

Communication skills

Ability to learn quickly

About me

I create immersive gaming experiences using Unreal Engine 5 (C++/Blueprint). I'm continuously developing my skills through personal projects, school assignments, and self-directed learning. I'm driven by both the technical and creative aspects of game development—from architecting robust game systems to designing engaging gameplay mechanics. I actively pursue online courses and stay updated with the latest industry trends. My passion lies in crafting compelling game worlds and prototyping diverse genres and visual styles. As I graduate high school, I'm eager to grow as a developer and contribute to professional game development projects that push creative boundaries.

Experience

Installer and Servicer of Mechatronic Devices

07.2023-08.2023

RevolMatic

Installation and servicing, sheet metal grinding, PCB programming, wire soldering

Warehouse Worker

02.2026-Currently

LogiSteed S.A

Operating a forklift, receiving deliveries, dispatching shipments