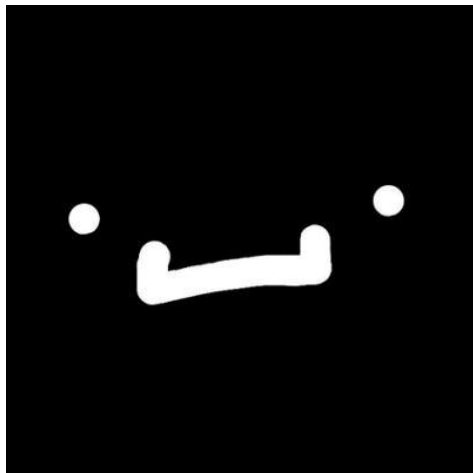




Jan Skucinski

(aka Yun Yun)

Game Programmer

Programming Languages

- C#
- C++
- Java

API's

- Unity
- Vulkan
- Unreal Engine (4 & 5)

IDE's

- JetBrains Rider
- Visual Studio
- IntelliJ
- Atom

Productivity Apps

- GitHub
- SourceTree
- GSuite
- Trello
- MS Suite
- Miro

Education

Video Game Development and Design

Diploma
Toronto Film School

About Me

A young and ambitious game developer who has a hobby for making games and wants to take it to the professional level. Teaching children about programming, inspiring the next generation of programmers and teaching them any knowledge I can offer to them. Do take the time to review my portfolio and see what I can offer!

Contact Me



: Jan.Frank.Skucinski@gmail.com



: github.com/Real-YunYun



: YunYun.games

Experience

Real Programming 4 Kids - Programming Instructor & Game Engine Development

November 2023 - Present, Toronto

- Developing Fyse Engine in Vulkan from scratch
- Design and Program in-house games to publish on Steam
- Explaining and Exploring program structure to youth
- Teaching children to program

RESISTR - Game Programmer & Sound Designer / Programmer

June 2023 - February 2024, Toronto

- Immersive Sound Design
- Utilizing Reaper and FMOD
- Immersive Gameplay
- Sound Implementation

INFER3D - VR Prototype Development

July 2022 - Oct 2022, Toronto

- VR Development
- Prototype Development
- Pitching game ideas to publishers

Toronto Film School - Programming Teacher's Assistant

April 2023 - June 2023, Toronto

- Working with many people in different fields of development
- Designing and Implementing User Interface
- Implementing Gameplay mechanics in multiple games
- Managing multiple game projects