Jacek Mackiewicz

Passionate about games and the people that make them

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WORK EXPERIENCE

Unity Technologies Brighton, UK — *Content Operations Lead*

July 2021 - May 2022

I was responsible for the content appearing on Unity Learn as well as the Real Time Learning Quality Assurance team. Our mission was to review and support Unity learning projects, tutorials and webinar workshops by prioritizing users' needs. Managerial duties aside, I was responsible for the delivery of various Unity Learn projects, offerings, initiatives, and live sessions. I championed our users via internal cross-company consulting on project designs and educational goals, and launched global initiatives to encourage further game developmental growth within our users.

Unity Technologies Brighton, UK — *Quality Assurance Lead*

June 2019 - July 2021

I managed and mentored the global Real Time Learning Content QA team across 3 time zones. As Quality Assurance Lead, I was integral to the testing, design and development of Unity Learn Projects and the Unity Learn website itself. Due to the challenge of working fully remotely, this role tested and strengthened my time management, communication and problem solving skills.

Unity Technologies Brighton, UK—*Quality Assurance*

July 2018 - June 2019

I maintained my role as a remote part-time contractor whilst finishing my final year of studies, continuing my prior Quality Assurance duties remotely.

Unity Technologies Brighton, UK — *Quality Assurance Intern*

July 2017 - June 2018

This full time role during my university's placement year was comprised of testing and ensuring a high standard of project quality via reporting and assigning bugs, curating and updating projects to live stores and sites, interacting with the Unity community, collecting feedback and validating training material.

SKILLS

Team Management & Leadership

Unity & C#

Mentoring & teaching

Hosting events

Quality Assurance

GitHub

Game development

Project management

Employee training

Source Control

AWARDS & DISTINCTIONS

Create with Code: Game Jam
Responsible for the launch and maintenance of this global program for Unity Learn users.

The Psychology of Microtransactions
My 2014 research paper has been quoted in various scientific journals

Best PAL Session 2016-2017
Awarded for delivering the best PAL session of the year.

LANGUAGES

English (native), Polish (fluent), German (fluent), Japanese (conversational)

Bournemouth University Bournemouth, UK — *Unity3D Developer, PAL Leader, Student Representative, Placement PAL Leader*

September 2015 - June 2017

Throughout my time at university I championed and supported other students via a variety of official university roles. Additionally, I was employed by the university to work on a variety of Unity projects.

Goodgame Studios Hamburg, Germany—*Quality Assurance Intern*

September 2014 - March 2015

I assured the quality of the mobile and browser clients for 'Goodgame Empire' achieving the highest bug report rate within the department.

EDUCATION

Bournemouth University Bournemouth, UK — *Games Technology BSc*

September 2015 - June 2019

Graduated with a high 2:1 overall average on the following modules:

- Commercial Business Environment

- Game Production Techniques

- Game Asset and Content Creation

- Group Project

- Mobile Games Programming

- Programming for Graphics and Games

Received a 1:1 for my dissertation: 'Conveying Emotion Through Gameplay Mechanics'

International School of Basel Basel, Switzerland — *International Baccalaureate*

August 2007 - June 2014

Received the International Baccalaureate diploma with qualifications in the following;

Higher level:

Psychology, English Language & Literature, Theatre Studies

Standard level:

German (Fluent), Mathematics, Biology

HOBBIES & INTERESTS

Japanese Role Playing Games

Board games & board game design

Game development

Travel

Understanding global cultures

Psychology

Game design & development tutoring

MY TALKS & PANELS

Belfast Design Week
Empowerment Through Games Design

BETT London
'Making Your First Unity Game' workshops

Create with Code: LIVE! Weekly host/co-host of Unity Learn Live

Bournemouth University
Various career talks, presentations and game industry panels

GAME DEVELOPMENT

https://papapolski.itch.io/
https://github.com/PapaPolski
https://learn.unity.com/