Krzysztof Szymon Pławski

Senior Unity Developer · C# · VR · PC & console

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Location: United Kingdom — relocating to Poland (Kraków area)

Availability: 2-month notice period · hybrid or remote

PROFILE

Senior Unity Developer with **9+ years of C#**, including **7+ years building and shipping VR and multi-platform games in Unity**. I specialise in **modular, decoupled architecture** for game and UI systems — from the HUD overhaul and message archive in **PowerWash Simulator 2** to the award-winning **PowerWash Simulator VR** port.

I ship features on **PC, PS5, PS4, Nintendo Switch / Switch 2, Xbox Series X/S and Meta Quest**, act as technical release owner for a live title, and **line-manage two programmers**. Fluent in Polish and English — I want to bring my full range of experience to a Unity team in Poland.

KEY SKILLS

- **Unity & C#:** Unity 2020 – 6.3, modular, decoupled architecture (SOLID, clean code), Scriptable Objects, Addressables, Unity Package Manager
- **Editor tools & libraries:** Odin Inspector, DOTween, custom editor windows and inspectors
- **Graphics & UI:** URP, Shader Graph, Amplify Shader Editor, UGUI (Canvas), UI Toolkit
- **Multiplayer:** Netcode for GameObjects, Unity Multiplayer Services, Photon PUN2, splitscreen
- **VR:** Meta Quest, CPU/GPU optimisation (Application SpaceWarp, Fixed Foveated Rendering, level optimisation), locomotion, spatial audio (FMOD), physics-based interaction
- **Performance & debugging:** Unity Profiler, Frame Debugger, Physics Debugger, RenderDoc, platform tools; diagnosing crashes, hard-locks and memory leaks
- **Testing & CI/CD:** Edit Mode and Play Mode tests, mocks, Jenkins
- **Platforms:** PC (Steam, Epic Games Store, Microsoft Store), PS5, PS4, Nintendo Switch / Switch 2, Xbox Series X/S, Meta Quest; dev-kit management
- **Releases & leadership:** line manager to two programmers, branch (Git) and release management, code review, mentoring, leading architecture discussions, working with Art, Design, QA and Production
- **Languages & tools:** C#, C++, Python, JavaScript · Unreal Engine 4 · GitLab, GitHub (personal projects), Fork, Rider, Jira, Confluence, Miro

PROFESSIONAL EXPERIENCE

FuturLab — **VR Programmer → Senior Programmer (promoted 2023)** — *09/2021 – present*

PowerWash Simulator (17 million players), PowerWash Simulator VR, PowerWash Simulator 2 · Unity, C# · PC (Steam, Epic Games Store, Microsoft Store), PS5, PS4, Nintendo Switch / Switch 2, Xbox Series X/S, Meta Quest

- **VR port:** sole developer of the PowerWash Simulator VR port for the first 18 months (the team later grew to five); it won Best UK Mixed Reality Game (VR, AR, XR) at the Ukie Awards 2024 and was a finalist for Best VR/AR/XR/MR Game at the TIGA Awards 2024.
- **Meta Quest optimisation:** raised performance from an unstable 20 fps to a stable 90 fps by optimising CPU and GPU (Application SpaceWarp, Fixed Foveated Rendering) and the levels themselves (frustum culling, 360° environment captures, 2D sprites for distant geometry, LODs, mesh combining), with nothing cut from the base game.
- **Diegetic UI (VR):** implemented all diegetic UI in PowerWash Simulator VR and designed the quick-access pop-out watch (job progress, money, messages, height reset, locomotion style); a delayed message display system, haptic buzz and notification icon make sure no message is missed.
- **Multiplayer (VR):** implemented multiplayer in PowerWash Simulator VR: room-based co-op on Photon PUN2, server-authoritative, with 2 players in career mode and 6 in free play.
- **VR comfort & immersion:** the VR port offers teleport and smooth movement, an arm-swinger mode, snap and smooth turning, standing and seated play with a hybrid real/button crouch, and left- and right-handed modes; many sounds were replaced with spatial FMOD variants.
- **Message archive (PWS2):** built the screen where players can re-read any message from the game; it reuses my modular ScriptableObject message sequences and message box system, so it needed no changes to the original systems.
- **HUD architecture:** rebuilt the HUD from hard-coded references into independent controllers and reusable widgets (toasts, radial menu, progress bars, wash-progress and earnings notifications, context buttons), owning their code and UI animations. The overhaul let the team prototype UI and screens without changing existing logic, which I estimate saved weeks.
- **Story messages:** overhauled the story messaging system, creating a ScriptableObject-based solution that gave designers full creative freedom.
- **Designer tools:** built editor tools for managing power washers, their attachments and skins, mostly for PowerWash Simulator 2, turning 5–15 minute setups into a few clicks.
- **Industry recognition (PWS2):** nominated for two BAFTA Games Awards 2026 (Family, British Game) and shortlisted at the Ukie Awards 2026 (UK Game of the Year, Best UK Console Game).

- **Remote content:** designed Addressables content loading and asset-server safeguards, including a server-side kill switch for remote requests.
- **Releases & stability:** as Tech Branch Owner for releases and major updates, ran branch merges and safeguarded build integrity; fixed hard-locks, crashes, memory leaks, and UI, offline, multiplayer and splitscreen bugs.
- **Regression audit (PWS2):** with QA and a Data Analyst, investigated why previously fixed bugs recur, using Jira and GitLab data; the Head of Tech and leads now use the results to plan changes.
- **Dev kits & documentation:** managed PS5, PS4, Switch 2 and Xbox dev kits and wrote studio documentation on branch workflow and hardware tracking.
- **Team management:** line manager to two programmers, supporting their growth — I mentored one of them from junior to near-senior.
- **Mentoring:** ran code reviews, taught good architectural practice (SOLID, clean code) and organised knowledge-sharing sessions.

Lampada Digital Solutions Ltd **VR Developer** *06/2019 – 09/2021*

Formerly SeedVR · Part-time in my final year of university, then full-time · VR training apps and VR, AR and 360° solutions for clients · Unity, C#

- Designed and built an extensive VR training application, from scoping to implementation.
- Built decoupled systems distributed as Unity Package Manager packages, which sped up later projects.
- Built custom Unity editor windows and inspectors, turning minutes of designers' manual work into a single click.
- Led client meetings, scoped and delivered smaller VR, AR and 360° projects, and managed the backlog and sprints in Jira.
- Video of projects I worked on: youtube.com/watch?v=IvTRK7X6uOc

SeedVR **VR Software Developer Intern** *06/2018 – 06/2019*

Industrial placement (3rd year of university) · VR training app and VR/AR prototypes · Unreal Engine 4, C++, Unity, C#

- Modernised an old, undocumented Unreal Engine 4 project, an asymmetric VR training app for UK fire services that began as a student project: cleared 200–300 build errors, cutting build time from 8 to 1.5 hours.
- Used UE4 profilers to trace the GPU bottleneck to a few very expensive shaders and graphics settings; reduced GPU load by 60% and reached a smooth 90 fps while improving visual quality.
- Developed a VR training app in UE4 and C++, and designed and delivered several VR and AR prototypes in Unity.

SIDE PROJECTS

A Little Lost (2021): asymmetric VR game · parse-nips.itch.io/a-little-lost

Other personal projects: using Unity DOTS (ECS, Job System).

EDUCATION

University of Hull *2016 – 2020*

BSc (Hons) Computer Science for Games Development with an Industrial Placement — awarded **First Class Honours**.

- **Dissertation:** a modular, configurable and performant swarm simulation in Unity — thousands of independently acting agents.
- Presented independent research on parallel processing architectures to an audience of around 30 people.
- Achievement Scholarship (two consecutive years).

ADDITIONAL INFORMATION

- **Game jams:** 4 wins from 5 entries at Three Thing Game, Hull's 24-hour jam (2017–2019), as lead of the Parse(Nips); team (4–7 people) — a complete game from three random words in 24 hours. Games: parse-nips.itch.io.

Languages

Polish – native
English – native-level (C2)

Interests

Travelling, drawing and sketching, ice skating, rollerblading, gym, experimenting with programming.

References available on request.

I consent to the processing of my personal data for the purposes of the recruitment process, in accordance with Regulation (EU) 2016/679 of the European Parliament and of the Council (GDPR). I also consent to the processing of my personal data for future recruitment processes.