ŁUKASZ RASZYK

CTO / SENIOR / LEAD UNITY DEVELOPER

CONTACTS

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📍 Wisła, Poland

KEY ACHIEVEMENTS

Worked with top IPs

Developed games within The Witcher universe and on IOC license (Beijing 2022) which increased company's reputation.

Built company's tech stack

Set up and managed company's IT infrastructure, tools, services and developer guidelines which streamlined the work.

Created company's framework

Created a Unity-based framework, contributing to faster project kick-off and unified the codebase throughout the teams.

Developer Mentorship Success

Hired and mentored dozens of Unity developers with their positive feedback resulting in multiple well-integrated teams.

LANGUAGES

POLISH — **Native** ●●●●●

ENGLISH — **Proficient** ●●●●○

GERMAN — **Intermediate** ●●○○○

SUMMARY

With over 13 years in the game development industry, I bring hands-on technical expertise and leadership across mobile and PC platforms. Starting as a Unity Developer and growing quickly into a Team Lead and then CTO, I've led high-performing teams through the full lifecycle of game development—prototyping, production, launch, and live ops. My journey has been driven by a passion for building great games and the systems that power them.

I specialize in leading development teams, planning and estimating complex projects, and building robust company tools that improve workflows, boost productivity, and reduce time-to-market. I've overseen the creation or created myself reusable code packages, automated build systems, and custom editors tailored to Unity-based development. My passion for software architecture design and patterns led to the creation of a flexible Unity-based framework and game template that served as the technical foundation for the studio's games.

As CTO, a significant part of my role has included hiring and mentoring top talent, fostering a strong development culture, and ensuring clarity through well-maintained documentation and developer guidelines. From coding standards to architectural best practices, I've built the rules and resources that keep teams aligned and productive while remaining democratic and collaborative.

My core focus has been on aligning technical strategy with creative and business goals, with a strong emphasis on multiplayer systems, cross-platform performance, and efficient pipelines. I thrive on collaboration, mentorship and passion for technology. Whether leading a single game development or strategizing long-term tech roadmaps, I bring a hands-on, collaborative approach that drives innovation and results.

EXPERIENCE

Fuero Games — 01/2012 - Present

CTO, Lead Unity Developer

- Defining tech stack, coding and architectural standards
- Designing and improving workflows and building tools
- Maintaining IT infrastructure
- Hiring and mentoring Unity developers
- Developing internal framework - baseline for all projects
- Planning and estimating complex projects
- Organizing and managing code-oriented teams
- Managing interdisciplinary workflows within the team (dev/art/QA)
- Designing and overseeing code architecture
- Dev and co-dev of the game features
- Full-stack approach to the project (fronted + backend), backend development
- Live-opsing titles
- Code reviews and assuring high quality of code/architecture

Fuero Interactive — Warszawa

Unity Developer — 07/2010 - 01/2012

- Creating Unity-based web games
- Creating Flash-based websites, applications and marketing materials

★ TECH

Frameworks

* C# .NET Standard / .NET Framework / Mono, LINQ: **15 years**
* Unity - **15 years**
Photon Unity Networking (PUN), Photon Bolt, Photon Fusion (multiplayer frameworks): **13 years**
* PlayFab / GameSparks (backend-related frameworks) + JavaScript: **9 years**
* NoSQL (Mongo, Redis) programming: **9 years**
* Newtonsoft.Json (Json.NET): **9 years**
* C# 5+ features (async/await, tasks), UniTask: **5 years**
* Zenject / Extenject (dependency injection framework for Unity): **3 years**
* UniRX (reactive framework): **3 years**
* MessagePipe (messaging system): **2 years**
* ASP.NET: **2 years**
* SQL, Entity Framework: **2 years**
* PHP Symfony: **1 year**

Other

HTTP/REST, web sockets, server/client programming, clouds (AWS, Azure, Google Cloud), Docker, Node.js, Java, Jenkins, Maven, Android Studio, Xcode, Git, Perforce, Mercurial, data serialization and compression, NUnit, unit testing, automated testing, AltTester, WPF, Xamarin, Appium, MVC/MVVM patterns, HTML5/CSS, JQuery, WebGL, Flash, Python, data analytics, 3rd party plugins.

🎓 EDUCATION

Polish-Japanese Academy of Information Technology
01/2012 - 01/2015

Master of Science (MSc), Computer Science - Project Management

Wyższa Szkoła Biznesu - National Louis University w Nowym Sączu
01/2008 - 01/2012

Engineer (Eng.), IT - Multimedia Technologies

📄 KEY PROJECTS

Olympic Games Jam: Beijing 2022
04/2021 - 08/2022

Olympic Games Jam: Beijing 2022 was a play-to-earn party game officially licensed for the 2022 Winter Olympics in Beijing. Up to 20 players could compete in various winter sports mini-games, like snowboarding, skiing, and skeleton, with the goal of winning Olympic NFT digital pins.

Platforms: Android / iOS
Role: Lead Unity Developer

Blankos Block Party
05/2020 - 12/2020

Blankos Block Party is a vibrant open-world multiplayer game styled like a giant block party, with a focus on custom art and design, building your own levels, exploration of user created levels.

Platforms: PC
Role: Networking Unity Developer & Team Lead

Winions: Mana Champions
06/2015 - 02/2019

Free-to-play cross-platform strategy game mixed with tower-offense and collecting cards.

Platforms: Android / iOS / PC
Role: Lead Unity Developer + Backend Developer

The Witcher Battle Arena
01/2013 - 06/2015

Free-to-play multiplayer online battle arena (MOBA) mobile game set in The Witcher universe.

Platforms: Android / iOS
Role: Lead Unity Developer