

Maciej Kozowski

Software Architect

Warsaw, Poland

+48 536 566 124

✉ maciej.kozlowski@gmail.com

in [maciej-kozlowski](#)



Summary

Very experienced Software Architect with nearly 20 years of industry experience. Area of expertise is gameplay programming, having professionally used Unity3D for over 15 years, since version 2.x. Has worked across multiple fields from mobile and console games to AR assist tools for surgeries, banking applications, and medical systems. Has handled business development for several products. A fast-learner with the ability to see the big picture, and a compassionate mentor eager to share knowledge with those around him.

Experience

10.2025–present **MEWB**, *Senior Software Engineer, Software Architect, Warsaw*

Systems architecture and implementation in TypeScript and JavaScript for a medical system. Integration with Aidbox (FHIR). Technology research and prototyping. Code review.

10.2023–09.2025 **Orbital Knight**, *Senior Software Engineer, Software Architect*

Task estimation and project planning. Networking systems implementation. AR architecture integration for VisionOS. Systems architecture and implementation in C#, C++, and Unreal Blueprints. Gameplay programming in C# and Unreal Blueprints. Projects: Spire Blast, Unannounced game.

02.2021–07.2023 **Educational Entertainment One**, *CTO, Software Architect*

Framework design. Game and gamification design. Task estimation and project planning. UI implementation. Systems architecture and implementation in C#. Gameplay programming in C#. Code review. Project: Miami English.

06.2020–02.2021 **Charactr**, *Software Architect*

Systems architecture and implementation in C#. Augmented Reality programming in C#. Gameplay programming in C#. Code review. Project: Fable Storytelling.

11.2018–12.2019 **Immotef**, *Software Architect*

Prototype and implementation of custom VR/AR solutions in C# and C++. Systems architecture and implementation in C# and C++. Augmented Reality programming in C# and C++. Code review. Projects: Augmented Reality software for factories and retail customers.

10.2015–08.2017 **HoloSurgical**, *Software Architect*

Systems architecture and implementation in C++. Augmented Reality engine programming in C++/OpenInventor. Visual tracking and registering of objects with C++/Optitrack Motive. Medical data processing in C++. Code review. Projects: Augmented Reality software for surgeons.

06.2014–08.2015 **Direct Communication, Project Lead**

Systems architecture and implementation in C# and Swift. Microsoft Office plugin programming in C#. Presentation engine in HTML5 and JavaScript. Enterprise and retail programming in Swift. Project: Presentation software.

11.2012–06.2014 **InFullMobile, Software Architect**

Enterprise and retail programming in Objective-C. Toolset programming in Ruby and Python. CI setup and administration with Jenkins. Adobe CS6/CC plugin development in C++ and IDML. Code review. Projects: Software for telecom and banking companies, publishing suite for tablets.

08.2011–present **Born Lucky Games, Owner, Lead Developer**

Game design. Systems architecture and implementation in C#, C++, Objective-C, Swift, and Lua. Game programming in C#, Objective-C, Python, Swift, and Lua. Tool programming in C#, C++, and Python. Projects: Roarr! The Adventures of Rampage Rex, multiple contracted projects.

12.2010–06.2011 **Lightcraft, Senior Developer**

Tools and VFX programming in C++, CUDA, and Python. Project: GPU-based post processing toolset for movies.

03.2010–10.2010 **Techland, Developer**

Engine programming in C++. Gameplay programming in C++. Projects: Nail'd, in-house engine.

03.2007–12.2009 **Snapdragon Games / Moonbyte Games, Developer / Lead Developer**

VFX and physics engine development in C++. Tools programming in Python. Wii games development in C++. Gameplay programming in C#. Projects: Kore Gang, Wedding Planner, Buddy Vokabel, Das Duell, Mr Nik's Kart Racing, Mummy Game.

03.2006–03.2007 **10Tacle Mobile, Developer**

Game programming in C++. Tools programming in C# and Lua. Projects: Boulder Dash Rocks, Secret Files: Tunguska.

Skills

Programming Languages	C#, C++, C, Objective-C, Swift, JavaScript, TypeScript, Python, Lua
Game Engines	Unity3D, Unreal Engine, Godot
Frameworks & Tools	.NET Framework, Docker, REST API, Git, Jira, Confluence, Blender
Specialisations	Game Development, AR/VR, Systems Architecture, VFX Programming, Console & Mobile Games

Languages

Polish	Native
English	Full professional proficiency