# Mat Niznik

Long Beach, CA

**Game Developer | Unity**

mniznik.com/games | linkedin.com/in/matniznik | github.com/mattniznik

## SUMMARY

Game Developer who builds in Unity and ships. I prototype mechanics fast, tune them until they feel right, and optimize for smooth performance, then add the polish players notice. A full-stack engineering background means I also build the tools, backends, and live services that games need around the core loop.

## TECHNICAL SKILLS

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|---|---|
| **Game Dev** | Unity 6, C#, Gameplay, Mechanics, Roguelike, VR, Prototyping, Performance |
| **Frontend** | React, React Native, Expo, Redux, React Navigation, Tailwind CSS, Vite, Responsive UI/UX |
| **Backend** | Node.js / Express, Flask, Django, FastAPI, REST API design, SQLAlchemy, Authentication & RBAC |
| **Cloud & DevOps** | AWS (EC2, S3, Lambda), Firebase, Git / GitHub, CI/CD (GitHub Actions), Nginx, Gunicorn |

**Core competencies:** Unity · C# · Gameplay · Game Design · VR · Mechanics · Performance

## EXPERIENCE

### Co-Founder & VP of Product · Raion Games

2020-2023

- **Shipped titles: Datenshi, POW POW: Dye it up VR, DANGER! Escape Lab VR, Escape Room VR: Inner Voices, and BEAST.**
- Led a cross-functional team of 7 (engineers, artists, QA) across the full game-development lifecycle.
- Secured $250K in investment for the Datenshi project through investor pitches and negotiation.

### Co-Founder & CTO · HMI Cube

2023-2024

- **Advised the founding team on gameplay design, user experience, and visual direction, shaping the studio's creative identity and digital presence.**
- Led technical direction across game development, web, and branding for a mobile game studio.
- Oversaw UI/UX design, front-end mockups, and promotional digital assets for shipped titles.

### Adjunct Professor, Computer Science & Software Development · Bethesda University of California

2024-Present

- **Teach Mobile Application Development (JavaScript, React Native), Web Development (HTML/CSS, JavaScript, Python, Django, Flask, SQL), Introduction to Programming (C, Python, Data Structures), and Cross-Platform Design (Unity, C#).**
- Designed a project-based curriculum integrating modern AI tooling into the engineering workflow, and led faculty AI training for 6 department chairs on AI-assisted assignment design and evaluation.
- Built a weekly grading pipeline for 10 course sections: it pulls submissions from Populi, Claude drafts rubric-anchored grades, and a professor approves every grade before it counts.

### Founding Software Engineer · MintCollect

Remote · 2026

- **Rebuilt the iOS and Android app in React Native and TypeScript from its first week and became its only app engineer, shipping 22 versions in seven months for an app with 85K+ accounts.**
- Architecting and building a cross-platform React Native (Expo) application from the ground up for a trading-card data and marketplace platform, owning all front-end architecture decisions.
- Designed a modular, strongly-typed component architecture with centralized state management and a REST API integration layer backed by a Python service.

*Stack: React Native, TypeScript, Expo, REST APIs, Python, Git / GitHub*

### Founder & Developer · Niznik Studio

Remote · 2020-Present

- **Independent development studio building AI-powered tools and startup MVPs end to end, from architecture and backend services to deployment.**
- CoThink.AI, an AI-powered EdTech platform that helps faculty redesign assignments for AI-enhanced learning, with rubric-anchored grading; built with React and Python.
- STNDOUT, an AI-driven LinkedIn personal-branding tool with automated content generation, co-founded with partners in Germany and Serbia.

*Stack: React, Python, Anthropic Claude*

### IT Project Manager (Technical) · xBerry R&D House

2019-2020

- **Delivered Szajna Snap, a tablet app with image-processing-based lens measurement integrated with an electronic ordering system; hit 40% of annual KPI in month one.**
- Owned product discovery for R&D clients in the tech and medical sectors: market research, end-user interviews, product vision, and a prioritized user-story backlog and roadmap.
- Primary point of contact for key accounts, coordinating cross-functional delivery teams against timeline, budget, and scope.

## EDUCATION

**M.Sc. Computer Science** — Westcliff University Irvine

**Master of Business Administration (GPA 3.91)** — Bethesda University of California

**M.Sc. E-Business** — SGH Warsaw School of Economics

**BBA, Management (Trade & Marketing)** — Poznan University of Economics

## LANGUAGES

English (Fluent)