



MARTIN CIEPIEL

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ABOUT ME

Born in a lucky date 22/11.

Game Developer & Designer with over 17 years of Experience. Passionate about science and making new discoveries. AI & AR technology creator and visionary.

Experienced Team Leader & Project Manager with complete skills in bringing the idea from paper, through development, up to copywriting, publishing & marketing. Knowing the time and value of each task. Always happy to bring joy with personally written jokes.

SKILLS (some of them)

Programmer in: C#, Python, JavaScript, PHP / MySQL, OOP, HTML5 & what's needed

Advanced knowledge of:

- Development in Unity3D (Game Engine),
- Visual Studio & Text Editors
- Usage and Limitations! of AI & LLMs
- Graphic Editors: Photoshop, Canva, Aseprite

Profession: Documentation (PDD), Copywriting, SMM Marketing, Storytelling

Usage of: GitHub, JIRA, Monday (...)

Great at problem solving - Unique POV

LANGUAGES

ENGLISH:

Fluent Advanced IELTS: 6.5

POLISH:

Fluent

SPANISH:

Gestures

INTERESTS (latest at least)

Creating new projects & technologies:

- MemoryClone.com (complete personality clone from chats, notes, photos and memories)
- Real-Time Screen Translator (because devs didn't manage to translate text right on top of the text)
- Controlling Brain behaviour & learning about: Space, time, consciousness, brain chemistry, neurobiology & moving limitations.

Going beyond programming limitations due to a lack of "it's impossible" knowledge.

- Also I like to draw, write jokes & work.

WORK EXPERIENCE

Lead Developer

SAMPLE TEXT (CEO)

2007 - 2025

Starting with Games & Apps - Evolving to Websites, Videos montages, Hiring people, Music composing and Animations... I've found myself in creating voice-controlled unique AR/VR assistant and recently in cloning anybody's complete persona to an AI machine. From born ideas up to publishing.

Lead UNITY Programmer

Pepsi, Trippin Bears, Assetstore, GGDAB, JaRock & RedDeerGames

2019 - 2025 Project Manager & Developer

- Thousands of sold Projects on Unity Asset Store.
- Creating the idea - Writing, Documenting, Programming, Designing &(...)
- Managed and fully developed: Advanced mobile, multiplayer, puzzle, & story-driven games by Leading the Team, Programming, Fixing and Thinking.

Social Media Marketing

DoubleFollowers (CEO)

2017 - 2021

Created social media strategies for more than hundreds of YouTube, TikTok, Twitch & Instagram channels. SEO Ranking & algorithms manipulation of all kinds.

2019 - **Accidentally wrote a book** "I am You - Hacker's Journal" about... Security.

Game Designer - MID Programmer

Red Deer Games

2020 - 2021

Writing and realising personal game idea: Time Hole. Co-Op Horror game based in retro-futuristic space station.

Responsible for: Writing the story, Copywriting, Storytelling & Documentation. Mechanics: Gameplay and Story Design.

Gameplay and Story-Functionality Programming.

First work in a bigger Game Studio. Learned a lot from the huge-team workflow, up to budget and time management. Worked with specialists from all fields.

EDUCATION

UNIVERSITY (Cambridge)

September 2018 - 2021

Anglia Ruskin University - Computer Science - Cyber Security (BEng)
(Wrote my own Novel "Marcin Ciepiel's Cross - Steganography & File Compression")

September 2017 - 2018

Anglia Ruskin University - Computer Gaming Technology

HIGH SCHOOL (Warsaw)

September 2014 - June 2017

VIII High School of K. K. Baczyńskiego - Copywriting field.