

Lukasz Kusyk

PRODUCT-MINDED SOFTWARE ENGINEER

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SUMMARY

Software engineer combining hands-on development with product ownership. Experience delivering commercial games, full-stack applications, and research-driven learning software. Connects stakeholder needs with maintainable architecture, practical priorities, and the complete delivery lifecycle.

EXPERIENCE

Research Assistant | University of Colorado Denver Business School

August 2024 - Present | Denver, CO

- Develop C# and Unity-based cybersecurity learning applications, translating research and educational requirements into interactive software.
- Build project-specific tools and data collection workflows; test functionality, investigate issues, and communicate technical options to faculty stakeholders.

Founder and Software Developer | LUXO Interactive

April 2018 - March 2025 | Poland / Remote

- Developed and released six commercial games, owning requirements, architecture, implementation, testing, launch, and post-release support.
- Built reusable UI, AI, localization, editor tools, persistence systems, and API integrations using C#, Unity, SQL, and JSON.
- Managed product priorities, collaborators, budgets, and release plans. Used player feedback and product analytics to inform development decisions.

Unity Developer | Jujubee S.A.

July 2019 - September 2019 | Katowice, Poland

- Developed internal C# tools, diagnosed platform-specific issues, and supported the macOS port of a commercial product.

Additional university experience: Teaching Assistant (June - December 2025) and Project Manager, CU Denver GenCyber Camp (2025).

SELECTED PROJECTS

Doctrine: C.U.L.T. | Miracles on a Stick | Released August 2026

Contributed to product direction, game design, and programming for a collaborative strategy and simulation game.

Unannounced E-Learning Platform | Independent project | 2026

Built a React application and ASP.NET Core APIs connecting interactive Unity content with authentication, course ownership, learner progress, and automated deployment to Azure.

SKILLS

Engineering: C#, .NET, ASP.NET Core, React, JavaScript, Unity, REST APIs, SQL, Python, Git, GitHub Actions, Azure, automated testing, debugging, modular architecture.

Product and data: Requirements discovery, prioritization, release planning, stakeholder collaboration, product analytics, Power BI, data collection and validation.

EDUCATION

M.S. Information Systems, Business Intelligence Specialization

University of Colorado Denver | Expected December 2026

B.Eng. Computer Science

John Paul II University of Biala Podlaska | January 2024