

KATARZYNA SOWA

Lead Interactive Developer | Unity & XR

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Remote (CET) | Available now | Open to US C2C & EU B2B contracts, any time zone

SUMMARY

Lead Interactive Developer with 7+ years of shipping VR, AR, mixed reality and smart-glasses experiences. Leads technical delivery of Meta Horizon Worlds titles published by Meta, and currently builds for Meta Ray-Ban Display. Strong in Unity/C# and TypeScript, from first playable to launch, with AI-assisted workflows (Claude Code) that shorten prototyping for the team.

SKILLS

Languages & Engines: C#, TypeScript, JavaScript, Unity, Meta Horizon Worlds, HTML/CSS

XR & Platforms: Meta Quest, Meta Ray-Ban Display (Web Apps, Neural Band), mixed reality, mobile AR (iOS/Android), multiplayer, Noesis UI

AI & Tooling: Claude Code, Model Context Protocol (MCP), custom AI skills, internal web tools, Google Cloud Run

Practices: Git, Firebase, Agile/Scrum, Jira, Figma, SOLID, performance budgets

EXPERIENCE

KoffeeCup

London, UK (Remote) | May 2023 – Present

Lead Interactive Developer

Nov 2025 – Present

- Build experiences for Meta Ray-Ban Display smart glasses (under NDA): gesture-driven UI for the Meta Neural Band on a 600×600 additive-light display.
- Lead technical delivery of Meta-commissioned Horizon Worlds titles from prototype to launch, including Interior Designer and Terrarium, an AI template that Horizon Worlds creators extend by prompting Meta AI.
- Built, with Claude Code, an internal data editor (Google Cloud Run, Google sign-in) that lets the team edit 100+ furniture items, 20 customers and 23 rooms, with cloud history, merge-conflict handling and export to TypeScript.
- Created custom AI skills that turn game prototypes into reusable AI templates for Meta Horizon Worlds.

Senior Interactive Developer

Jun 2024 – Nov 2025

- Pod lead on Star City, a social VR life sim for Meta Horizon Worlds (Early Access).
- Built gameplay systems and UI for Meta Horizon Worlds games across VR, mobile and web: Gunslingers (mixed reality, published by Meta), Secrets of the Lost Temple (UI developer) and Mine Maniac.

Interactive Developer

May 2023 – Jun 2024

- Developed multiplayer mini-games for Galactic Arcade and Wild West Saloon, social worlds published by Meta on Horizon Worlds (VR and mobile).

CinematicVR

Rzeszów, Poland (Hybrid) | Sep 2019 – May 2023

VR/AR Application Developer (Unity)

- Built 10+ commercial VR and AR apps in Unity/C# for brands, museums and public institutions, shipped to the App Store, Google Play and VR headsets.
- Developed an AR game rolled out across 12 Atrium shopping centers in Poland; it won Silver at the 2022 PRCH Retail Awards.
- Built interactive VR soft-skills training for Leroy Merlin: 100+ employees trained, 82% rated it effective and 88% would recommend it.
- Delivered 7 VR job simulators with 18 hands-on tasks for a regional labor office's career-guidance program.
- Refactored legacy projects to SOLID principles and introduced testing and Git branching practices that cut post-release crashes.

Earlier: Service Account Manager, MH-INFO (BetterIT), Aug 2018 – Aug 2019

EDUCATION

Bachelor of Engineering (B.Eng.), Information Technology — Rzeszów University of Technology, Poland

2019