

RAFAŁ **BORUSZEWSKI**

Game & Level Designer

About Me

Game & Level Designer with experience in mobile game development (Unity, C#) and level design (Unity & Unreal Engine 5, Blueprints). Passionate about crafting immersive experiences through thoughtful design and seamless gameplay integration. Strong interest in psychology and neuropsychology in game design, industry networking, and knowledge sharing. Bachelor of Engineering in Game Design, skilled in both teamwork and independent work.

Portoflio



erbidesign.com

Skills











- + Adaptability + Interpersonal skills
- + Creativity
- + English C1

Contact

- +48 504 447 378
- rafal@erbidesign.com
- in /rboruszewski
- Cracow, Poland remote/open for relocation

Experience

Game Designer

2021 - 2025

Orbital Knight Sp. z o.o.

Projects and responsibilities:

- Prototypes team (2023-2025)
 - Providing new ideas in form of one pagers
 - Designing and documenting titles, genres and ideas
 - Researching mobile game market and trends
 - Creating prototypes
 - Recording and editing ads
 - Balancing and polishing
 - o Designing and polishing almost dozen games across different genres with unique mechanics
- Castle Crumble (2023)
 - Creating levels
- Spire Blast (2021-2023)
 - Coming up with, documenting, designing, introducing and balancing new game
 - Creating and maintaining project documentation
 - Designing player progression for entire updates (biomes and events)
 - Creating 200+ levels
 - Designing UX for onboardings and in-game panels
 - Writing flavor text and update information

IT Technician

2019 - 2021

Asseco Data Systems S.A.

Responsibilities:

- Providing both software and hardware related support for bank employees across multiple divisions
- Contacting customers
- Solving problems on site

E-commerce Platform Specialist

2017 - 2019

Elmatech

Responsibilities:

- Creating and implementing UX improvements
- Creating product listings and product pages
- Customer contact incuding hardware pick ups

Education

WSEI Bachelor of Engineering 2023

Video games - design and production