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 & Level Designer
Simple Gameplay   *2025 - present*

Bringing new ideas for mobile games to life.
- My responsibilities include:
  - Breaking down other titles, providing insights
  - Game design, documentation
  - Level design

Game & Level Designer
Orbital Knight Sp. z o.o.   *2021 – 2025*

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
  - 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 mechanics
  - 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
Asseco Data Systems S.A.   *2019 – 2021*

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

Education

WSEI   *2023*
Bachelor of Engineering

Video games - design and production