

Karol Woźniczak

Game Designer



Personal Info

Email

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LinkedIn

<https://www.linkedin.com/in/karol-wozniczak/>

Phone

535 303 858

Skills

Proficiency in designing systems

Analytical Skills

Problem-solving

Consistency in documentation

Observation and inquisitiveness

Discipline and self-reliance

Communication Skills

Team management (up to 60 people)

Scrum methodology knowledge

Software

MS Office

Milanote; Miro

Kanban (Hack'n'Plan; Trello)

Unreal Engine (4 & 5)

I am a Game Designer with 7 years of experience and successes in both writing and tabletop roleplaying games. Not only am I skilled at working in large teams, but I am also able to manage them, as demonstrated by my experience leading a team of 60 individuals. My creativity is balanced by a healthy focus on goal-oriented pursuits. Above all, I am seeking opportunities for growth and development within an experienced team.

Experience

2023-07

- present

Lead Game Designer

Render Cube S.A., Łódź

- Design of systems and mechanics;
- Optimization of player character progression curve;
- Balancing the game world's economic system;
- Adjusting the difficulty of quests and the rewards received for completing them;
- Improving the development system, creating skills;
- Analyzing gameplay and planning its improvements;
- Personalizing the production for the target audience;
- Supporting other departments in maintaining game coherence.

2022-01

- 2023-12

Game Designer

Monologic Games, Mikołów

- Designing locations;
- Creating environmental puzzles;
- Crafting game systems, such as save systems or hints for players;
- Constructing player guidance elements;
- Developing game storylines;
- Supporting the art team in creating the atmosphere of visited places in the game.

2021-09

- 2023-02

Game Designer

Titanite Games Sp. z o.o., Cracow

- Designing AI enemies;
- Constructing player mechanics, such as movement, combat, and stealth;
- Creating the game's narrative structure;
- Crafting gameplay systems, such as save systems or hints for players;
- Developing gameplay sequences;
- Defining the identity of the production.

2022-06

- 2022-08

Game Designer

Petard Games, Cracow

- Creating GDD for the Train Yard Builder;
- Designing mechanics for building tracks and managing train traffic;
- Constructing a list of building elements, including their placement in the UI;
- Crafting gameplay loops and novelty curves;
- Developing the demo's flow;
- Planning moments of obtaining rewards and achievements.

2021-06

- 2021-08

Project Manager

Titanite Games Sp. z o.o., Cracow

- Creating the project backlog to ensure timely completion of tasks;
- Organizing Scrum ceremonies, including daily standups, sprint reviews, and retrospectives;
- Leading team activities to ensure efficient progress of work;

I hereby consent to the processing of my personal data for the purpose of conducting the recruitment process for the position I am applying for.

Languages

Polish - C2

English - B2

Hobby/Interest

Video games

Board games

RPG games

Card games

Comics

Social media

EDUC

2010-09 **Finance and accounting, Master's degree**

- 2012-06
University of Warsaw, Warsaw

2007-09 **Public Administration, Bachelor's degree**

- 2010-06
PWSZ in Gorzów Wielkopolski, Gorzów Wielkopolski

Publications and awards

2023-12 **Medieval Dynasty (Render Cube)**

Role - Lead Game Designer

2024-09 **Train Yard Builder (Train Yard Builder)**

Role - Game Designer

2023-06 **Bandit Brawler (Titanite Games)**

Role - Game Designer; Project Manager

2022-11 **Dalibor (Hack Yeah 2022)**

1st Place in the category Game Development #3 Polish Medieval Villages and Settlements

Role - Game Designer

2022-10 **Ignotus (Game Jam SteelWorks 2022)**

4th Place

Role - Game Designer

2015-04 **Wolsung: Antologia tom 1 (publishing house Van Der Book)**

Role - Co-author

2013-09 **Mini War (publishing house Gramel)**

Fan setting for the Savage Worlds Game

Role - Author

2013-10 **Klasyczna baśń w nowoczesnym wydaniu (publishing house Centrum Kultury Zamek)**

Role - Co-author

2013-01 **W wielkim świecie (contest Quentin)**

2nd place

Role - Author

2012-12 **Neuroshima: Bohater Maxx (Portal Games)**

Role - Co-author

2012-01 **Super Hero Show (contest Quentin)**

3rd place

Role - Author

2011-01 **Utracone dziedzictwo (contest Quentin)**

Honorable mention

Role - Author