

Karol Woźniczak

Game Designer



Personal Info

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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

Languages

- Polish - C2
- English - B2

Game Designer with 7 years of experience specializing in systems, progression, and economy design. Led design initiatives on commercial titles and managed teams of up to 60 people. Passionate about creating deep, systemic gameplay and solving complex design problems through iteration and player-focused analysis.

Experience

2023-07 - present	Lead Game Designer <i>Render Cube S.A., Łódź</i> - 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 <i>Monologic Games, Mikołów</i> - 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 <i>Titanite Games Sp. z o.o., Cracow</i> - 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 <i>Petard Games, Cracow</i> - 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 <i>Titanite Games Sp. z o.o., Cracow</i> - 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;

Software
MS Office
Milanote; Miro
Kanban (Hack'n'Plan; Trello; ClickUp)
Unreal Engine

Hobby/Interest
Video games
Board games
RPG games
Card games
Comics
Social media

Education	
2010-09 - 2012-06	Finance and accounting, Master's degree <i>University of Warsaw, Warsaw</i>
2007-09 - 2010-06	Public Administration, Bachelor's degree <i>PWSZ in Gorzów Wielkopolski, Gorzów Wielkopolski</i>

Projects and awards	
2023-12	Medieval Dynasty (Render Cube) Role - Lead Game Designer
2025-07	Boxing Underdog (Monologic Games) Role - 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