

Zbigniew Nasarzewski

Game Designer / Level Designer

Warsaw, Poland

Tel +48 661 70 69 80

✉ znasarzewski@gmail.com

🌐 instagram.com/zbigo

🌐 linkedin.com/in/nasarzewski



Professional profile

Game & Level Designer with 6 years of experience in the game industry. IT Project Manager and Engineer with love for drawing.

Technical skills

Game Engines:

Unity 3D +++

Unreal +

Graphical software

Procreate +++

Photoshop +++

Blender +

2D Animation

Spine Esoteric ++

Programming languages

C++ ++

Python +++

JS, React.js ++

Lua +

+ basic ++ intermediate +++ advanced



WORK Experience

● Kool2Play SA - Level Designer / Game Designer / 2019

Uragun game - creating levels from concept, through a whitebox to a full scripted final version. Creating game mechanics with programmers. Working on balancing gameplay. Creating and maintaining all the necessary game and level design related documentation.

● Kool2Play SA - Game Designer / Producer / 2017-2019

Mobile games - creating game mechanics. Managing the team (4 people). Planning and overseeing day-to-day tasks and feedbacking the work.

● Warsaw University of Technology - Researcher / 2017 - 2020

C++ language lecturer, researcher in projects based on Computer Vision and Machine Learning.

● Dentsu Aegis Network - Innovation Manager / 2012-2017

Managing Maker Lab team (10 people) and innovation process. Creative work on the development of ideas and implementation of client projects using various technologies: AR, VR, IoT, Brainwave headsets, interactive OOH and combining them with gamification.

● Agora SA - Project Manager / 2007 - 2012

Managing educational projects - production of e-learning and VOD platforms. Managing of multimedia content production.



EDUCATION

● Game Design / 2015 - 2016

Game Dev School
www.gamedevschool.pl

● Postgraduate Studies / 2011 - 2012

Polish - Japanese Institute of Information Technology in Warsaw
Department of Computer Science, Advanced Multimedia

● Master and Bachelor of Science / 2002 - 2009

Warsaw University of Technology
The Faculty of Electronics and Information Technology



Languages

Polish - Native Speaker

English - B2 \ Upper-Intermediate



INTERESTS



Art, Museums



Swimming and Yoga



Speedcubing



Game Design

Certifications

IT Development



Unity Certified Developer

Project Management



PRINCE2®

Design Thinking



Moderator