Zbigniew Nasarzewski
Game Designer / Level Designer

Warsaw, Poland
Tel +48 661 70 69 80

✉ znasarzewski@gmail.com
🧭 instagram.com/zbigou
in linkedin.com/in/nasarzewski

KOOL2PLAY PC GAMES

URAGUN / top down twin-stick shooter

Game Design

Level Design

FlowCanvas sripting

◈ unity

Game design examples:

https://bit.ly/uragun-design

Steam: store.steampowered.com/app/724000/Uragun
WWW: uragungame.com

Early prototype

City of Minds / puzzle platformer

Game Design

Level Design

Narrative Design

2D animator

◈ unity

KOOL2PLAY MOBILE GAMES

iHUGU / mobile casual game

Game Design / Pixelart Animation

bit.ly/ihugu_switch
bit.ly/ihuguYT

◈ unity
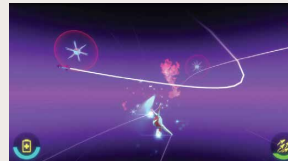
Nice Slice / mobile casual game

Game Design / PM

bit.ly/ns_switch
bit.ly/ns_YT

◈ unity

HyperideVR / Hyperide Vector Ride

Game Design / PM

bit.ly/hyperideVR
bit.ly/hyperide_vector_ride

◈ unity

Game Dev School Games

City / Miasto / adventure game

2D graphic / Animation 2D / Game Design

bit.ly/miasto_adventure
bit.ly/miasto_animation

◈ unity

Wild wild soup / retro remake tapper game
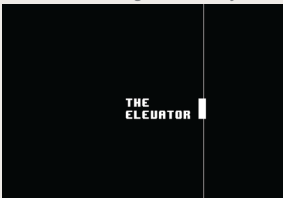

Pixelart graphic / Game Design / GDScript

bit.ly/wildwildsoup
bit.ly/wws_concept

GODOT
Game engine

Game Jams

The Elevator / short game with story behind
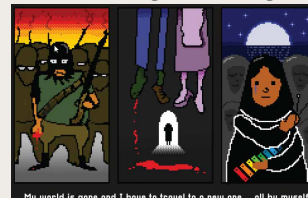

2D graphic / Animation 2D / Game Design

bit.ly/the_elevator

◈ unity
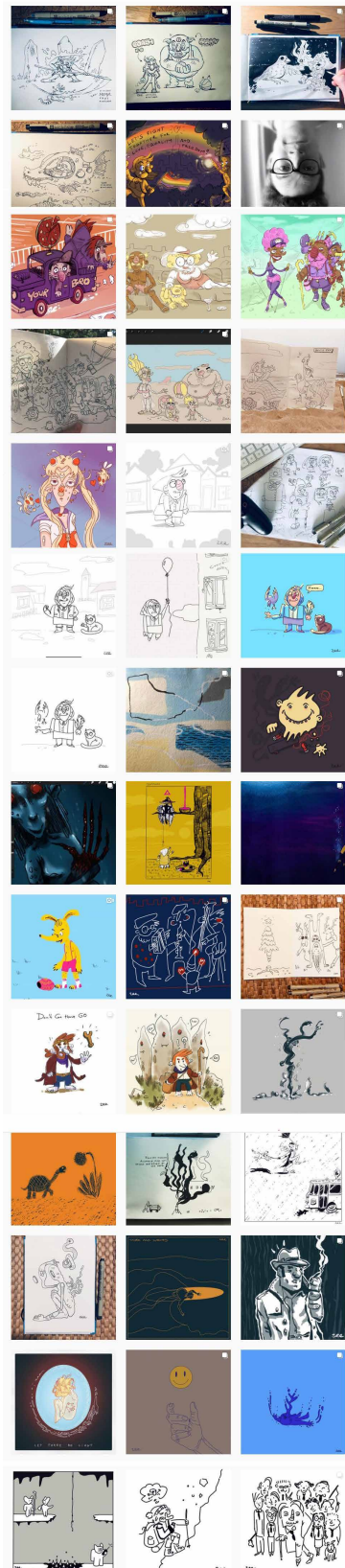
Human Wave / Music game for war refugees

Game Design / Pixelart graphic

bit.ly/human_wave

◈ unity

Professional profile

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

instagram.com/zbigou