Daniel Piechota

DevQA Specialist

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About Me

Developer with over three years of experience focused on balance and systems design.

My work is characterized by a methodical, detail-oriented approach and a constant drive for continuous improvement.

Education

2015–2019 — Technical High School for Computer Science in Lubliniec

Skills

- Strong analytical thinking and adaptability allowing for quick mastery of new gameplay systems, mechanics or meta shifts
- Working knowledge of Unreal Engine, Perforce, JIRA, and other tools used in live production environments
- Proven fast, self-directed learner with a track record of exceeding role expectations and assuming broader responsibilities
- Deep understanding of core game mechanics, enabling effective reproduction, min-maxing and awareness of the burden of optimal play
- Broad practical and theoretical experience across all major game genres
- Proficient in English (C1 level)—both spoken and written
- 20+ years of active gaming experience with a strong focus on competitive and live ops titles
- 2+ years competing at a professional level in the Battle Royale genre, earning over $10,000 in total revenue

Hobbies

- Video games
- Cognitive science
- Technological innovations
- Competitive gaming and e-sport
- Streaming
- Vast form of physical activities

Work Experience

03.2023 - Present

DevQA Specialist

- Audited progression systems for completeness and functionality; reporting bugs and raising potential red flags or design oversights
- Created feature-specific test plans aligned with sprint goals and milestone deliverables, ensuring progression systems stability
- Responsible for balancing gameplay abilities from early stage debugging to requesting missing balance levers and supporting features within delivery phases
- Ensured smooth feature delivery by identifying blockers, maintaining clear communication with developers and production
- Designed and maintained longevity matrices to guide game balance
- Acted as a proactive communicator and problem-solver across disciplines - contributing not just feedback, but systemic solutions based on technical insight and occasionally implementing improvements directly
- Demonstrated deep understanding and knowledge of progression systems, game mechanics, tools and their functionality
- Experience in the Vertical Slice to Beta development stages of a project, their phases and its life cycles
- As part of development plan I delivered endless runner game project

05.2022 - 03.2023

Junior Balance Tester

- Preparing feedback on weapons and gameplay
- Limit testing builds to provide more data for balancing effort
- Analyzing and putting into practice telemetry data
- Co-designing Outriders Worldslayer post-launch balance changes
- Creating R&D documentations of modern techs for future projects
- Approaching game from the end-user perspective