



Daniel Piechota

DevQA Specialist

hidden (hit my DMs)

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About Me

Seasoned game developer with more than a year of valuable experience, driven to explore new horizons in the gaming industry. My work is characterized by a methodical and detail-oriented approach, actively seeking opportunities for continuous improvement.

Interpersonally, I am open-minded, approachable, and value constructive criticism. I approach every project with a blend of passion and responsibility, striving for excellence in all endeavors.

Education

2015–2019 Technical High School for
Computer Science in Lubliniec

Skills

- Over 18 years of active gaming experience
- Over 2 years of competing at professional level in Battle Royale genre and having more than \$6.200 earnings accumulating total of +\$8200 revenue in all games
- Ability to find exploits and advanced understanding of game mechanics in terms of reproducing and utilizing in proper environment
- Practical and theoretical experience in all game genres
- Multiple achievements in variety of competitive games like CS:GO, League of Legends, Overwatch, HIZI, COD 4, POE
- Coming up with suggestions on what to modify or improve in terms of game design, level design and other aspects
- Creating feedback on game difficulty, scaling, progression and the end game
- Trouble-free adaptation to constantly changing in-game environments, characters and weapons meta
- Actively searching for improvements in my area of expertise and daily duties
- Basic experience and understanding of Unreal Engine 5
- English at proficient level (C1), both spoken and written, actively attending courses
- Advanced spoken and written communication skills in a team environment

Work Experience

03.2023 – Present DevQA Specialist



- Experience working with Unreal Engine 5 Editor, adding records into Data Tables and submitting changes
- Responsibility of leading internal team meetings, preparing notes, collecting improvements proposals, striving for established high-level goals and reporting results to lead
- Working on designing and researching proposals for weapons and abilities
- Knowledge of progression systems, game mechanics, tools and their functioning
- Investigating progression systems and sharing their states by providing list of bugs and not implemented features
- Providing feedback on game modes for balancing and replayability effort
- Delegated to help with VR effort for Bulletstorm VR; feedback and game balance
- Experience in the early-stage development of a project, their phases and its life cycle
- Participation in various design playtests
- Attending designers meetings

05.2022 – 03.2023 Junior Balance Tester



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

Hobbies

- Video games
- Competitive gaming, e-sport
- Cognitive science
- Physical activities, gym but mainly running
- Technological innovations Streaming