DANIEL PIECHOTA
DEVQA SPECIALIST

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ABOUT ME

Developer with 3+ years of experience focused on gameplay and systems design. Experienced in data-driven processes, analyzing gameplay telemetry, and auditing progression systems to ensure quality and balance.

EDUCATION

Technical High School for Computer Science Lubliniec | 2016–2019

SKILLS

- Analytical and adaptive mindset, driving rapid mastery of new systems and mechanics
- Experienced with Unreal Engine, Perforce, JIRA and tools used in live development pipelines
- Proven fast, self-directed learner with a track record of exceeding role expectations and assuming broader responsibilities
- Specialized in identifying and exploiting gameplay strategies, with deep awareness of burden of optimal play
- Broad practical and theoretical experience across major game genres
- Fluent English (C1 level) both spoken and written
- 20+ years of active gaming experience with 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
- Various physical activities

EXPERIENCE

DevQA Specialist

People Can Fly | 03.2023 – 06.2025

- Tested and maintained progression systems for functionality; raised red flags and reported bugs to safeguard feature integrity
- Developed and maintained detailed QA test plans aligned with sprint goals and milestone deliverables ensuring systems stability
- Owned balancing gameplay abilities, from early-stage debugging to requesting missing balance levers and supporting features
- Ensured smooth feature delivery by identifying blockers, maintaining clear communication with developers and production
- Designed and maintained longevity matrices to guide game balance and support progression
- Acted as a proactive communicator and problem-solver across disciplines, contributing feedback and systemic solutions based on technical insight and occasionally implementing improvements directly
- Demonstrated deep knowledge of progression systems, game mechanics and debug tools
- Contributed from Vertical Slice to Beta stages, with strong grasp of production phases and development lifecycle
- Delivered an endless runner game project as part of a development plan in Unreal Engine 5

Junior Balance Tester

People Can Fly | 05.2022 – 03.2023

- Prepared feedback on weapons and gameplay to support iteration and balance adjustments
- Performed limit testing to detect edge cases and prevent exploits
- Analyzed and applied telemetry data to improve gameplay clarity and accessibility
- Co-designed Outriders Worldslayer post-launch balance changes
- Approached game from the end-user perspective to assess engagement and retention risks
- Created R&D documentation of emerging technologies to support future development