Daniel Piechota

DevQA Specialist

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About Me

Seasoned game developer with 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 expierence
- Over 2 years of competing at professional level in Battle Royale genre and having more than $4.800 earnings acumulating total of $7000 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 expierence in all game genres
- Multiple achievements in variety of competetive games like CS:GO, League of Legends, Overwatch, H1Z1, 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
- Basic expierence and understanding of Unreal Engine 5
- Creating feedback for developers and ideas towards improving game quality
- English at proficient level (C1), both spoken and written, actively attending courses
- Advanced spoken and written communication skills in a team environment
- Actively searching for improvements in my area of expertise and daily duties

Work Experience

03.2023 - Present

DevQA Specialist

- Usage of Unreal Engine to add records into Data Table and submiting changes
- Responsible of leading internal team meetings, preparing notes and collecting improvments proposals to lead
- Taking responsibility of creating meetings, taking notes and strive for established goals
- Responsibility of leading internal team meetings, preparing notes, collecting improvements proposals, striving for established high-level goals and reporting results to lead
- Designing abilities (weapon mods) proposals
- Familiarization with weapons documentation
- Knowledge of game systems
- Game mechanics, damage and systems
- Testing new systems and tools
- Taking responsibility of quality assuring game systems and learning in game mechanics
- Knowledge of the functioning of systems and progressions, game mechanics, tools and testing their quality basing on criterias
- Providing feedback on game modes for balancing and replayability effort
- Delegated to help with VR effort; feedback and game balance
- A view of experience in the early stages of development
- Experience with early-stage development
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- Resources
- 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
- Technological innovations,
- Physical activites but mainly running
- Cognitive science
- Streaming