



Daniel Piechota

DevQA Specialist

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About Me

Balance-focused developer with over two years of valuable experience.

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

- 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
- 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
- Working knowledge of Unreal Engine, Perforce, JIRA, and other tools used in live production environments
- Strong analytical thinking and adaptability allowing for quick mastery of new gameplay systems, mechanics or meta shifts
- Broad practical and theoretical experience across all major game genres
- Proficient in English (C1 level)—both spoken and written

Hobbies

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

Work Experience

03.2023 – Present



DevQA Specialist

- Responsible for balancing gameplay abilities from early stage debugging to requesting missing balance levers and supporting features within delivery phases
- Designed and maintained longevity matrices to guide game balance
- Created feature-specific test plans aligned with sprint goals and milestone deliverables, ensuring progression systems stability
- Ensured smooth feature delivery by identifying blockers, maintaining clear communication with developers and production
- Audited progression systems for completeness and functionality; reporting bugs and raising potential red flags or design oversights
- Demonstrated deep understanding and knowledge of progression systems, game mechanics, tools and their functionality
- Acted as a proactive communicator and problem-solver across disciplines, contributing not just feedback but systemic solutions
- 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

- Co-designing Outriders Worldslayer post-launch balance changes
- Limit testing builds to provide more data for balancing effort
- Analyzing 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