



## Robert Jach

Kraków

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robertjjach@gmail.com

[LinkedIn](#)

[Portfolio](#)

## Languages

English – C1 , Polish (native)

## Proficiencies

Unity

Unreal Engine

Adobe: (Photoshop, Illustrator)

Google (AdManager, Analytics)

Jira, ClickUp

## Skills

Level Design

Quest and Narrative Design

Level Art (2d/3d)

Game, Gameplay Design

Manual Testing

Creativity

Knowledge of the game industry

Ability to organize work independently

## References

Gamesture - brozbicki@gamesture.com

Gry-Online S.A. - michal.ramz@gmail.com

Moonlit S.A. - siwek.maciek@gmail.com

## Education

**Politechnika Krakowska** 2009 - 2012

hydro-engineering

**Krakowska Akademia im. Andrzeja Frycza**

**Modrzewskiego** 2005 - 2008

architecture

## Hobbies

games (video, tabletop and roleplaying),

horror movies, comic books, art,

architecture, historical fencing

## About me

I am a **creative game and level** designer with an **analytical approach** to building levels. I am **organized and work well** with people in the team. I am **constantly improving** my **skills**, also by analyzing new titles and trends in the industry.

My goal is to create well-designed, memorable games. By materializing my ideas, I want to give players the best possible experience.

## Experience

07/2022 - 06/2024

**Level and quest designer** - project **Hero Legacy**, taken over from Gamesture. Hero Legacy won the best polish mobile game award at Digital Dragons 2024.

**Boombit**, Gdańsk; **Gamesture**, Kraków

- **Level Design** - creating maps (levels), environmental puzzles, encounters, creating visual narration
- **Quest Design** - creating quests and puzzles
- **Narrative Design** - lore building, writing quest plots and dialogues
- **Level Art** - creating game world through setting terrain, props, creating visual narration, maintaining thematic and visual coherency of game's world
- **Game Design** - creating new gameplay mechanics in cooperation with dev
- **Testing** - manual, for all of the game features.

09/2017 - 05/2022

**F2P promotion specialist, graphic designer**

**GRY-Online S.A.**, Kraków

- Designing new features for the website, preparing design documents
- Designing and creating graphical assets and marketing content
- Acquiring customers and maintaining long-term relationships

02/2018 - 08/2018

**Game designer** - project Neon Noir

**Moonlit S.A.**, Kraków

- **Level Design** - Designing enemies, encounters and levels
- **Narrative Design** - Writing lore and plot
- **Game Design** - creating game mechanics
- Creating game design and reference documents for the project