

Joanna Kunysz

Level designer

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Warsaw, Poland

Summary

Level designer and Master of Architecture and Urban Planning with extensive experience in architectural and urban planning design. Continuously expanding knowledge in level design through studies at Futuregames and personal projects. Open to new challenges and opportunities.

Skills

Software: Unreal Engine 5 and 4, Unity, Perforce, Adobe Creative Suite, Miro, Fabella, Jira, Blender

Programming Skills: Basic C# coding, prototyping in Unreal Engine Visual Blueprint

Languages: Polish (native), English (fluent in speaking and writing, C1), German (B2)

Soft Skills: creativity, problem-solving, attention to detail, communication, presentation, time management, patience, and empathy

Experience

Futuregames, Project 3lf, 7 weeks, 12 people, 15 minutes of gameplay

Genre: 3D puzzle platformer, in the style of Studio Ghibli

Software Used: Unreal Engine 5, Jira, Perforce, Miro

Duties: creating the Game Design Document; designing and creating the blockout; adding meshes to the blockout; adding materials; narrative design planning and writing dialogs

Futuregames, Amplifish, 4 weeks, 12 people, 10 minutes of gameplay

Genre: Fast-paced, first-person action arcade

Software Used: Unity, Jira, Perforce, Miro

Duties: creating the Game Design Document; designing and creating the blockout; adding meshes to the blockout; adding materials; creating particle effects; designing UI

Farmind, Islands, 6 months, 3 people, 2 hours of game play

Genre: Isometric platformer, puzzle-solving game

Software Used: Unity, Microsoft Visual Studio, Blender, Adobe Suite (Photoshop)

Duties: creating the Game Design Document; designing 30 levels across 6 different worlds; creating all blockouts; adding meshes, materials, and effects; creating shaders and particle systems (Shader Graph); writing basic C# scripts; designing UI and HUD; finding and adapting assets; modeling necessary 3D models; preparing new textures

KJM STUIDO, architect and urban planning,

Role: Architect and Urban Planner

Freelance Graphic, Architecture, and Urban Planning

Duties: designing architectural projects; working with clients

Education

Futuregames, Game Designer Course, 2023-2025

Warsaw University of Technology, Master's Degree in Architecture and Urban Planning, 2015-2021