

Joanna Kunysz

Level Designer focused on gameplay & environmental storytelling, architect

<https://joanna.kunysz.net>



Experience

BOOMBIT



[Link to the game](#)

JUNIOR LEVEL DESIGNER

August 2025 - present

- Solo designed and implemented **new region** for Hunters Origin
- Created level layout in engine, player flow and environmental storytelling
- Balanced exploration, navigation and gameplay pacing
- Delivered a cohesive gameplay space supporting exploration and combat encounters
- Designed and implemented sidequests
- Supported visual aspects of level presentation
- Collaborated with team using sourcetree, slack, miro, Adobe Photoshop, Blender

DRAW_DISTANCE



[Link to Steam](#)

LEVEL DESIGNER

January - August 2025

- Led concept for Blood and Confetti festival experience
- Designed levels for Blood and Confetti as part of design team
- Created blockouts, gameplay layouts and player navigation
- Iterated on level design based on testing and feedback
- Contributed to encounter player experience
- Balanced the enemies values

**FUTURE GAMES
WARSAW**

LEVEL DESIGNER [Link itch.io](#)

2023- December 2024

- Designed and built levels in Unreal Engine 5
- Focused on player guidance, composition and gameplay flow
- Created multiple solo projects exploring different level design challenges

Architect

2017-2023

- Designing single-family and multi-family residential buildings



Education

- **Game Designer course**

FUTUREGAMES, 2023-2025

- **Architecture and urban planning**

WARSAW UNIVERSITY OF TECHNOLOGY, 2015-21



About Me

Level Designer with a background in architecture, specializing in spatial design and environmental storytelling.

Experienced in creating narrative-driven spaces levels and iterating based on testing and feedback.

On free time working on my own RTS project named "Body INC" Steam demo planned



Contact



+48 693 729 110



kunyszjm@gmail.com



Warsaw, Poland

on-site, remote
relocation



Skills

Level Design

- Level layout & player flow
- Environmental storytelling
- Encounter design
- Greyboxing & blockout design

Tools

- Unreal Engine 5
- Unity
- Blender
- Perforce / Git

Production

- LDD documentation
- Iteration based on playtesting
- Polish - native
- English - CAE, C1+
- German - B2
- NVC communication