

Filip Lichonczak

Location : Rzeszow, Poland

Date Of Birth : 14 March 2000



Professional Summary

Recent MSc graduate in Computer Games Design from Staffordshire University with strong specialisation in level design, gameplay systems, and narrative-driven experiences. Skilled in Unreal Engine (Blueprints), Unity (C#), Blender, and Adobe Suite, with proven leadership as a Project Manager and Lead Designer on collaborative game projects. Passionate about crafting immersive, emotionally engaging player experiences in story-rich, AAA-style games. Open to relocation and remote opportunities.

Professional Experience

Software Test Manager Bury

January 2026 - Present

- Planning, coordinating, and managing SWE.6 software qualification testing activities in accordance with Automotive SPICE requirements.
- Defining and maintaining software testing strategies, test plans, test specifications, and test schedules.
- Coordinating testing activities across development, integration, systems engineering, and quality teams.
- Ensuring test coverage and traceability between software requirements, test cases, and test results.
- Managing test execution, defect tracking, analysis, and problem resolution during the software qualification phase.
- Reviewing and approving test cases, test procedures, test results, and qualification reports.
- Monitoring test progress, quality KPIs, risks, issues, and dependencies, and regularly reporting status to project stakeholders.

Project Manager Segritude Games

June 2024 - April 2025

- Leading a 40-person interdisciplinary team in developing a complete game design using a hybrid scrum and kanban methodology.
- Designing core gameplay systems and open-world levels using Unreal Engine 5 and tools such as Photoshop and Gaea.
- Overseen gameplay experience, player response mechanics, and optimization, as well as player interfaces using Unreal Engine Blueprints, UE C++, and Figma.
- Creating workflows using Jira and Miro to streamline production.



Skills

Design & Narrative

- Gameplay Systems Design
- Level Design
- Narrative Integration
- UI/UX
- Game Feel Design
- Documentation
- Player Feedback Analysis

Tools & Engines

- Unreal Engine4/5 (Blueprints)
- Unity (C#)
- Blender
- Adobe Photoshop
- Figma
- Jira
- IBM JAZZ
- Confluence
- GitHub
- Source Tree
- Git Lab
- Miro
- Autodesk Revit
- SolidWorks
- Gaea



Professional Experience

Game Designer

1UP scheme - Staffordshire University

June 2024 - July 2024

- Collaboration within a six-person team on designing mechanics, levels, and gameplay using Unreal Engine 5 for the MechHead project, which received a TIGA Game Awards award.
- Designing and testing new mechanics using Unreal Engine Blueprints and creating appropriate documentation.
- Focusing on player feedback, responsiveness, and iterative improvement using Microsoft Forms and Unreal Engine optimization tools for testing, gameplay analysis, and level development.

Part Time Lecturer

Staffordshire University

January 2024 - May 2024

- Support for laboratory classes and tutorials for undergraduate programming students. Support for vehicle suspension physics simulation projects using Unity, and for designing virtual and augmented reality games and tools using Unity and Unreal Engine for PC and mobile devices.
- Providing guidance and feedback on game design and development.

Lead Designer

1 UP scheme - Staffordshire University

June 2023 - July 2023

- Managing a team of level designers and mechanics in the development of MentalBlock.
- Leading the development of the project concept, core mechanics, and a coherent design vision.
- Overseeing the UI, gameplay experience, and player satisfaction loops.

Project & Team

- Project Management
- Agile Workflows
- Team Leadership
- Collaboration
- Technical Reporting

Education History

Master of Science - Computer Game Design (Hons) Staffordshire University

2023 - 2024

- Design of gameplay systems for PC and console games, including simulation of system performance.
- Advanced game design for PC and consoles using Unity and Unreal Engine 5. Maintaining project documentation, conducting quality tests, and preparing project reports.
- Optimization and design of gameplay experiences based on viewer perception and techniques for manipulating user experience.
- Project management and research methods using Waterfall, Scrum, and Kanban.

Bachelor of Science - Computer Game Design and Programming (Hons) Staffordshire University

2020 - 2023

- Individual technology project on the creation of virtual, open worlds using game design and urban design techniques. Analysis of open worlds and their needs, with a focus on easy and accurate navigation.
- Advanced level design for single-player and multiplayer games, including linear and open-world levels. Creation of diagrams and maps for documentation using Adobe Photoshop and Microsoft PowerPoint, as well as blockouts and fully modeled levels.
- AI scripting for games. Using mathematical knowledge to perform vector calculations to create AI that controls opponents. Creation of logical maps to develop the design and concept of AI operations, and analysis of the performance of more complex AI models such as Neural Networks.
- Creation of simple game engines using C++, including designing the physics of player movement, collisions, and simple AI opponents.

Foundation Year - Computer Games Development, University of South Wales

2019 - 2020

- Software Development Fundamentals
- Integrated Computing Devices
- Web Development fundamentals
- Information systems
- Cyber Security And Forensics
- Foundation Of Mathematics For Computing



References

- Available on request

Contact Info

- flichonczak@gmail.com
- +44 7716836382
- +48 791264991
- [LinkedIn](#)
- [Portfolio](#)