

Filip Lichonczak

Location : Rzeszow, Poland

Date Of Birth : 14 March 2000



Professional Summary

A First-Class graduate of Staffordshire University in Computer Games Design and Programming, with experience in using Unreal Engine and Unity, who is eager to apply knowledge to develop skills and gain experience in the game and IT industry.

Professional Experience

Project Manager

Segritude Games

June 2024 - April 2025

- Worked in a team of forty game developers to create a polished and finished product.
- Conceptualised and planned core mechanics, levels, and game feel elements.
- Provided feedback and guidance in matter of game feel, player responses, optimization and pipe line.
- Defined best practices of work management in order to create easy to track workflow

Game Designer

1UP scheme - Staffordshire University

June 2024 - July 2024

- Worked in a team of half a dozen designers to create a polished and finished product.
- Conceptualised and planned core mechanics, levels, and game feel elements.
- Provided feedback and guidance in matter of game feel, player responses and optimization.

Part Time Lecturer

Staffordshire University

January 2024 - May 2024

- Providing support during the tutorial and lab sessions.
- Provided guidance and feedback to students.

Lead Designer

1 UP scheme - Staffordshire University

June 2023 - July 2023

- Managed a team of half a dozen level and mechanic designers to create a polished and finished product.
- Conceptualised and planned core mechanics and levels.
- Facilitated communication within the team to maintain a consistent design language through documentation and meetings.
- Provided guidance in the areas of UI, Game Feel, and Player Satisfaction



Industry Skills

- Creativity
- Project Management
- Project Analysis
- Data Management

Interpersonal Skills

- Problem-solving
- Collaboration
- Leadership
- Communication

Technical Skills

- Technical reporting
- Unreal Engine 4 and 5, Unity, Hammer
- C#, UE Blueprints
- Jira, Confluence, Miro, GitHub, Sourcetree
- Blender
- Adobe suite
- Microsoft Office suite
- Google suite

Education History

MSc Computer Games Design, First Class Graduate

Staffordshire University

2023 - 2024

- Gameplay System Design
- Advanced Game Design and Research
- Game Feel and Polish
- Project Management and Research Methods

BSc Computer Games Design And Programming, First Class Graduate

Staffordshire University

2020 - 2023

- Individual Games Technology Project
- Advanced Level Design
- AI Scripting For Games
- Advanced 3D Games Engines and Scripting



References

- Available on request

Contact Info

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- [LinkedIn](#)
- [Portfolio](#)