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

Project Manager
Segritude Games
June 2024 - April 2025
- Led a 40-person multidisciplinary team to create a polished game project.
- Designed core gameplay systems and narrative-integrated levels.
- Oversaw game feel, player response mechanics, and optimisation.
- Built agile pipelines using Jira and Confluence for streamlined production.

Game Designer
1UP scheme - Staffordshire University
June 2024 - July 2024
- Collaborated in a 6-person team to design mechanics, levels, and gameplay flow.
- Focused on player feedback, responsiveness, and iterative polishing.

Part Time Lecturer
Staffordshire University
January 2024 - May 2024
- Assisted in lab/tutorial sessions for undergraduate students.
- Provided game design and development guidance and feedback.

Lead Designer
1 UP scheme - Staffordshire University
June 2023 - July 2023
- Managed a team of level and mechanic designers on a polished game prototype.
- Directed concept development, core mechanics, and consistent design vision.
- Guided work in UI, Game Feel, and player satisfaction loops.

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
- Confluence
- GitHub
- Source Tree
- Git Lab
- Miro
- Autodesk Revit
- SolidWorks

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

Education History

MSc Computer Games Design - Distinction, 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

**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

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- Portfolio