

JAREK DOBOSZ

Game Designer
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Warszawa, PL

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Open-minded, generalist Game Designer focused primarily on 3Cs, combat, balance and immersion, with interest in game-specific approaches to animation, art, and audio.

With a background in high-pressure live entertainment, currently fully focused on game development.

SKILLS

- Clear documentation
- Gameplay design, prototyping, and balancing (multiple genres)
- Combat design (single & multiplayer)
- QA with strong analytical focus on gameplay and systems
- Cross-discipline collaboration (programmers, artists, writers)
- Unreal Engine 5 (Blueprints, basic C++)
- Unity (basics, C#)
- Jira, Trello, Miro, Confluence
- Teamwork and small team leadership in high-pressure environments
- Problem solving (both technical and interpersonal)
- Thinking outside of the box

EXPERIENCE

QA Tester | | Kool2Play

Feb 2023 - July 2023

Worked on twin-stick shooter URAGUN before the final release.

- Performed gameplay and systems QA
- Contributed design feedback beyond QA scope
- One weapon trait concept implemented in final release

Solo Game Designer

2019+

- Designed and developed multiple small games from scratch
- Contributed to online projects (design, direction, production)
- More details below and in my [Portfolio](#)

Freelance Live/Broadcast/Studio Sound Engineer

2010+

10+ years in high-profile live and broadcast environments

Worked with major broadcasters and music artists (e.g. Jorja Smith)

Events include:

- League of Legends World Championship
- Apex Legends Global Series
- Formula 1 Grand Prix

LANGUAGES

English, Polish - bilingual

EDUCATION

Associate Degree in Computer Science

EZN Wroclaw, Poland

Associate Degree in Sound Engineering

RoE Wroclaw, Poland

REFERENCES

"I had worked with Jarek for several months prior to the Uragun 1.0 launch, and I must say that he is one of the most dedicated and hardworking folks I have cooperated with. His passion for games is tangible, and his eye for detail is superb. He had a real influence on the final quality of our game, and we owe him a lot! He is one of those guys who embodies great determination and deserves a chance in the game development industry."

Mario Lesniewski - Head of Studio
@Kool2Play

I have had the pleasure of working with Jarek over the years in a full-time and freelance position. He has confidence in his abilities, and has shown exceptional personal and professional growth over that time
He always brings new ideas to the table and is a fantastic team player

Michael Valentine
Head of Broadcast Engineering
@Gfinity

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SOLO PROJECTS & ONLINE COLLABORATIONS

Head2Head - Party game (game jam, 9 days)

2022

- Built a deceptively simple system with layered combat mechanics, operated with 2 buttons.
- Iterated on balance and mechanics through rapid, in-person playtesting
- Implemented basic AI behaviour
- Assembled and modified multiple asset packs into a coherent visual style
- Coordinated with a UI artist to integrate custom 2D visuals
- Delivered in a solid state, bug-free under tight time constraints

[Head2Head @ Itch.io](#)

T.A.F.A.F.A - endless VR shooter with rapid movement

2020

- VR-focused FPS design
- Player comfort and clarity systems
- UI (2D → 3D VR)
- Weapons (design + implementation)
- Dynamic music (composition + system)

[T.A.F.A.F.A @ itch.io](#)

Expression - A melee fighting game prototype

2019-2020

- Complex, balanced multiplayer melee Combat Design
- Tutorial Design
- AI behavior
- Animation work in Maya

[Expression @ itch.io](#)

Online Collaborations

2021+

- Game design, level design, combat design
- Often contributed to production and organization
- Projects did not reach release stage