



# MATEUSZ K. GÓRSKI

## Level Designer

 [Portfolio](#)

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 [LinkedIn](#)

 Kołobrzeg, Poland

### SKILLS

Grey Boxing  
Iterative Design  
Visual Scripting  
Flow & Composition  
Player Guidance  
Encounter Design  
Documentation  
Game Testing Basics

### SOFTWARE

Unreal Engine 5  
Blueprints (UE5)  
Perforce  
Jira  
GIMP  
Miro

### CERTIFICATIONS

**Game Design Skills:**  
**Level Design FPS Bootcamp**

*Led by Mike Madden*  
*(Treyarch & Infinity Ward)*  
2025

**CGMA: Level Design for Games**

*Led by: Shane Canning (UNSEEN)*  
*& Rob Colonico (UNSEEN)*  
2024

**SKVOT: Level Design Course**

*Led by Łukasz Maj (Crytek) 2024*

### LANGUAGES

Polish - Native  
English - B1/B2  
(practical use in daily work)

### SUMMARY

Level Designer creating narrative-focused environments with Unreal Engine 5 and Blueprints, using an iterative process based on player feedback to enhance experience. Open to full-time opportunities, including remote work and relocation.

### PROJECTS

**Titanfall-inspired Sci-Fi FPS level**

[Link to project](#)

**Unreal Engine 5 | Blueprint Scripting | Iterative Design**

- Designed and built a linear first-person shooter level inspired by Titanfall, following a structured pipeline from ideation, 2D layout, and roughout to blockout and iteration.
- Prototyped and implemented core gameplay systems, including interaction logic and event triggers, to support level functionality.
- Conducted six structured playtests, identified gameplay issues, implemented fixes, and iterated based on qualitative feedback.
- Created and maintained detailed documentation covering level layout, gameplay goals, and environmental storytelling beats.

**Crash Bandicoot-inspired 3D Platformer Level**

**Work in progress**

**Unreal Engine 5 | Blueprint Scripting**

- Designed and built a linear 3D platforming level inspired by Crash Bandicoot series,
- Adapted custom camera setups using Visual Scripting (Blueprints)
- Prototyped level mechanics, configured AI patrol paths and implemented SFX elements to enhance gameplay immersion.

**"The rhythm of Level Design..."**

[Link to article](#)

**Article | Design Theory | Level Pacing**

An original article exploring how music structure can inspire to create intuitive and engaging levels, featuring the benefits of this approach and examples from "Uncharted 4: A Thief's End".

### EXPERIENCE

**DXC Technology**

11.2022 - present

Core Banking Operator (Remote)

- Identifying and analyzing system errors, resolving incidents, and investigating causes of problems,
- Collaborating with vendors and other maintenance teams,
- Working with systems requiring high precision and procedural compliance.