Jon Biegalski

They/Them

I am a creative Poland-based designer with know-how in many different areas of game development.

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🐦 @YonishDev

Skills

- Unity
- C#
- Git
- Blender
- Adobe Premiere
- Adobe Photoshop
- Adobe InDesign
- C++
- TweetDeck
- OBS & Streamlabs
- Restream
- Polish Language (native)
- English Language (fluent)

Hobbies

- Disc Golf
- Disc dyeing
- Card & Board games
- Tabletop RPGs

Work experience

Mechanistry - Junior Game Designer (2020 - 2022)
Timberborn

Duties:
- Designing and balancing game systems
- Prototyping and implementing game mechanics
- Playtesting and bug-fixing
- Creating and balancing maps
- Running livestreams on Twitch, YouTube, Facebook, etc.
- Occasional sound design

Microsystem - Project Specialist (2019 - 2020)
Projekt INZNAK

Duties:
- Designing and creating an application in Unity
- Ensuring correct specifications in project

Big Boss Battle - Games Journalist (2019 - 2021)

Duties:
- Writing reviews and features about video games
- Working with editors to maintain quality writing
- Using WordPress to publish articles

Muse Games - Showcasing (2018 - 2019)

Showcasing games to public at events:
- Games Anglia 2018 (Hamsterdam)
- EGX Rezzed 2019 (Embr, Hamsterdam)
- Casual Connect London 2019 (Hamsterdam)

Viking Potatoes - Programming intern (2017 - 2018)

Duties:
- Working with Barok Engine
- Designing and implementing AI Behaviours
- Creating visual scripts
- Showcasing at the PGA 2017 event (8Suns)

Education

Games Technology BSc, 1st with Honours
Coventry University (2015-2019)

Example modules:
- Advanced Games Programming
- Games and AI
- Concept Development for Games Design

Dissertation:

Are you a boy or a girl?
Non-binary genders in video game avatar creations.