



# 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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## Skills

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

## Hobbies

- Disc Golf
- Card & Board games
- Tabletop RPGs



## Work experience

### Big Cheese Studio - Designer (2022 - \*)

#### *Underdose, Cooking Simulator: Sushi*

##### Duties:

- Design, implementation and balancing game systems
- Narrative Design - working with Writers, implementing dialogues in-engine
- Writing - early story and worldbuilding drafts, dialogues
- In-engine work, asset creation, prototyping

### 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)



## 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.*