



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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www.yonish.xyz

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 - 2024)

Underdose, Cooking Simulator: Sushi

Duties:

- Design, implementation and balancing game systems
- Narrative Design - working with Writers, implementing dialogues in-engine
- In-engine work, asset creation, prototyping
- Working to keep the localization clean

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.

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