

KACPER SZYMCZAK

CREATIVE FORGE

INDIE, 45 EMPLOYEES
02.2012 +

2018 Phantom Doctrine PC, xOne, PS4

as LEAD DESIGNER

- creating & communicating project vision internally and externally
- working with the publisher to deliver design production within given constraints
- managing game design, level design, writing and audio production
- designing the most demanding gameplay systems

2015 Hard West PC, Mac, Linux, w/ gamepad

as LEAD DESIGNER

2014 Ancient Space PC, Mac

as LEAD DESIGNER

TECHLAND

AAA STUDIO, 300+ EMPLOYEES
04.2006 - 01.2012

2011 Call of Juarez: the Cartel PC, x360, PS3

as MULTIPLAYER DESIGNER

- designing all aspects of multiplayer: modes, features, mechanics, menus
- designing scenarios and levels and managing their production
- designing content and balancing

2011 Dead Island PC, x360, PS3

as LEVEL DESIGNER

2009 Call of Juarez: Bound in Blood PC, x360, PS3

as MULTIPLAYER DESIGNER

2006 Call of Juarez PC, x360

as LEVEL DESIGNER

EDUCATION

Wroclaw University of Technology 2005-11

MASTER OF SCIENCE – IT & MANAGEMENT FACULTY, MULTIMEDIA IT SYSTEMS INSTITUTE