



MATEUSZ ZYCH

Game Developer with 8.5 years of experience, specialising in Level Design and Technical Level Design / Tech Art using Unreal Engine (UE4/UE5). Contributed to the successful launch of titles such as *Succubus* and *Japanese Drift Master*. Proficient in end-to-end level construction (blockout to final), gameplay scripting in Blueprints, AI encounter design, and optimisation techniques including GPU/CPU profiling, streaming, LODs, and instancing. Led junior designers while maintaining a strong emphasis on delivering reliable gameplay systems and production-friendly workflows and tools.

PERSONAL DETAILS

- Name**
Mateusz Zych
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Bydgoszcz
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SKILLS

- Excel ★★★★★
- Communication ★★★★★
- Management ★★★★★
- Perforce ★★★★★
- Git ★★★★★
- TortoiseSVN ★★★★★

LANGUAGES

- Polish ★★★★★
- English ★★★★★

HOBBIES

- Travel
- Volleyball
- Skiing
- Sports



WORK EXPERIENCE

Jan 2021 - Dec 2025

Lead Level Designer Madmind Studio S.A, Bydgoszcz

- Led and mentored 1–3 junior Level Designers, improving delivery consistency and design quality
- Owned end-to-end level production and gameplay implementation across multiple projects
- Designed and implemented core gameplay systems: quest/mission flow, dialogue integration, save/load, inventory, achievements
- Built and maintained reusable Blueprint frameworks to support scalable content production

Agony: Lords of Hell (Unreleased / cancelled):

- Built a full demo level from initial blockout to final playable state
- Created a visual “phase building” system for placing and constructing objects in-game (RTS game)
- Implemented the dialogue system (setup, logic, and integration with gameplay)
- Implemented the narrative-driven gameplay mode and the full demo campaign flow
- Managed AI encounters (placement, behaviors, and difficulty balancing) throughout the demo
- Built and maintained the mission/quest system logic, including progression, objectives, and state tracking

Tormentor (shipped):

- Designed and implemented a mission/quest system used across the entire game (widgets and logics)
- Built and integrated a checkpoint + save/load system for the full game
- Created core gameplay support systems: interaction system, outline/highlight system, and loading screens + level loading flow
- Developed and integrated the inventory system
- Implemented the achievements system (logic, tracking, and unlock conditions)
- Created and maintained the “Manhunt” GameMode, owning its gameplay logic and ruleset
- Owned runtime performance optimisation across gameplay scenarios: profiling GPU/CPU bottlenecks and addressing frame-time hotspots
- Optimised lighting and scene cost to maintain stable performance while preserving the intended visual mood
- Diagnosed and improved Blueprint performance (profiling, refactoring, reducing expensive tick/event logic where possible)
- Worked within performance and memory budgets, identifying heavy content and implementing practical fixes in production

Nov 2024 - Jul 2025

Co-Lead Technical Level Designer / Artist
Gaming Factory S.A., Warszawa

Japanese Drift Master (shipped) - Part-time contract alongside Lead Level Designer role

- Coordinated task planning and handover with the Lead, ensuring continuity, clear ownership and timely delivery of technical art priorities.
- Collaborated closely with Level Design on technical implementation of world features (roads/splines, POIs, gameplay-driven props) and ensured reliability in packaged builds.
- Supported environment and vehicle teams with technical problem-solving: lighting/shadow artifacts, LOD transitions, texture streaming, mesh setup and collision.
- Optimized rendering performance by profiling GPU/CPU bottlenecks and implementing improvements across materials, shadowing, instancing and streaming.
- Built and maintained Unreal Engine tooling (Blueprints / editor workflows) to speed up content production and reduce manual setup for artists and level designers.
- Created and tuned graphics quality presets (Low/Medium/High/Epic), configuring scalability settings and performance/visual trade-offs.
- Read and analyzed code to identify bugs and performance-impacting issues, collaborating with programmers to resolve them

Jan 2019 - Jan 2021

Level Designer
Madmind Studio S.A., Bydgoszcz

Succubus (shipped):

- Owned end-to-end level production in Unreal Engine 4 (blockout → iteration → final), ensuring strong flow, pacing, readability, and player guidance.
- Built and polished the environment art pass for levels (composition, set dressing, atmosphere), aligning visuals directly with gameplay and navigation needs.
- Implemented and maintained mission and gameplay logic across the game using Blueprints, including triggers, scripted events, and level-specific systems.
- Owned AI gameplay on levels: enemy placement, behaviors per encounter, and difficulty balancing to support intended pacing and challenge.
- Designed and managed combat scenarios and encounters (combat beats, spawn logic, escalation, arena readability), ensuring consistent gameplay across locations.
- Managed level streaming and level organization (sub-level structure / streaming volumes & logic), supporting large environments and smooth traversal.
- Led optimization/performance passes (streaming setup, cleanup, iteration discipline) to keep levels stable and shippable.
- Designed, implemented, and scripted 16/24 levels for *Succubus*, including gameplay logic, pacing, and encounter setup.

Agony (shipped):

- Collaborated closely with a programmer to implement a minimap system, supporting level design needs (layout readability, POI markers, and player navigation).
- Delivered quick level design bug fixes and polish, including minor logic/script adjustments, trigger fixes, and gameplay flow improvements.

○ Jul 2017 - Dec 2018

Quality Assurance

Madmind Studio S.A, Bydgoszcz

Agony (shipped):

- Identified, reproduced, and documented bugs with clear steps to reproduce, expected vs. actual results, severity/priority, and supporting evidence (screenshots/videos/logs).
- Created and maintained QA checklists and test case suites to standardize testing coverage (critical path, UI flows, edge cases) and improve consistency across builds.
- Conducted smoke/sanity tests on new builds to validate stability and critical-path functionality before deeper testing.
- Executed regression testing to verify fixes and ensure no new issues were introduced in related systems.



EDUCATION

○ Sep 2013 - Jul 2016

Bachelor's degree in Game Design

Uniwersytet Kazimierza Wielkiego, Bydgoszcz



ADDITIONAL INFORMATION

In my spare time, I took part in Global Game Jam as part of a 5-person team, where we created **Void Slayer**, and I was responsible for the core gameplay logic and main gameplay systems, which we later released on Steam.

Currently, outside of work, I'm part of a 3-person team developing an isometric dark fantasy RPG, designed for both single-player and multiplayer.