



CONTACT

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IMPLEMENTATION

C-Engine
Unreal Engine 4/5 Blueprints
Unity and C# editor tooling
articy
Gameplay tuning and debugging

COLLABORATION

Jira, Confluence, Notion
Perforce and Git clients
Team coordination

RPG PRACTICE

I create and run original tabletop RPG scenarios. I also have experience designing RPGs and LARPs.

EDUCATION

B.A. Game Design and Game Studies
Kazimierz Wielki University
2018 to 2021

Thesis on narrative choices in selected BioWare games.

LANGUAGES

Polish: native
English: proficient

Bartosz Figiel

Game Designer

Gameplay implementation and prototyping

PROFILE

I design and implement gameplay in C-Engine. I have also written a C# editor tool for narrative designers and built gameplay prototypes in Blueprints. Previously, I led game design on Sports: Renovations.

EXPERIENCE

Open World Designer

TECHLAND | SEP 2025 TO PRESENT

- Design and implement open world activities in C-Engine, from paper design through iteration in the engine.
- Set up enemies and configure their behavior in gameplay locations.
- Investigate gameplay issues in code, report defects to programmers and independently correct configuration values.
- Design combat encounters around player choice and environmental interaction.

Lead Game Designer / Game Director

GOAT GAMEZ | NOV 2021 TO JUL 2025

- Wrote a **C# Unity editor tool** used by narrative designers to turn a mesh, description and journal image into an inspectable prefab ready to place in a scene.
- Led design on **Sports: Renovations**, coordinating designers and programmers and working with the narrative team on the story.
- Configured gameplay prefabs and integrated scripts. Tuned object durability, character movement, animation and particle effects.
- Introduced a Notion documentation workflow and worked with the publisher on production milestones.

Gameplay Designer

ILLUSION RAY | AUG 2021 TO OCT 2021

- Created quest flows and placeholder dialogue choices for **Wardogz** in **articy**. Used flags and variables to track player actions and control which options were available.
- Designed character skillsets and the structure of the open world. Contributed to combat design.

Game Designer / Level Designer

GAME HUNTERS | AUG 2020 TO AUG 2021

- Independently designed and implemented the building prototype for **Medieval Farmer** in **Blueprints**: placement preview, resource checks and construction using a hammer. Also created the trailer.
- Contributed level design and level art for the outdoor shooting range in **Gunsmith Simulator**.