Mateusz Górski

Level Designer

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Portfolio: mateuszgorski.crafts.games

OVERVIEW

Level Designer with hands-on experience in Unreal Engine 5, specializing in level blockouts, combat encounters, player guidance, and gameplay pacing. My design process follows three key stages: Plan, Prototype, Iterate.

WORK EXPERIENCE

Level Designer - VR GAME ARENA, Remote — OCT 2025 – OCT 2026
[Indie Project | Top-Down Shooter | Unreal Engine 5]

- Designed an urban environment for a top-down action game and created level blockouts.
- Conducted playtests and iterated on designs based on player behavior and feedback.
- Translated narrative outlines into gameplay scenarios, defining key locations, gameplay beats, and pacing.

Junior Application Support Engineer - DXC TECHNOLOGY, Remote — NOV 2022 – PRESENT

- Monitor and operate core banking systems to ensure stability and continuity in a high-responsibility, time-critical environment.
- Identify and resolve system issues, escalating when necessary.
- Communicate effectively with international teams to coordinate incident response.

FEATURED PROJECT

The Wizard - Level Design Project | View project — 2026
[Personal Project | Third-Person Shooter Platformer | Unreal Engine 5]

- Designed a third-person action-platformer level integrating traversal, combat encounters, and environmental puzzles built around three distinct magic abilities.
- Implemented level-specific gameplay logic and interactive elements using Unreal Engine 5 Blueprints.
- Conducted playtests and iterated on level layout, player guidance, and gameplay pacing based on player behavior and feedback.

COURSES

Level Design FPS Bootcamp | Game Design Skills — 2025
Level Design for Games | Computer Graphics Master Academy — 2024
Level Design Course | SKVOT — 2024

SKILLS & TOOLS

Unreal Engine 5	Greybox / blockout	Player Guidance
Blueprint visual scripting	Playtesting & iteration	Encounter Design
Miro / GIMP	Level flow & pacing	Level documentation

LANGUAGES

Polish (Native Speaker)
English (B2, used daily at work)