

About me

A 24 years old, adaptable and proactive Game Developer, with 20 months of industry experience. Practiced in working in multi-platform, global multiplayer games, taking ownership of a wide variety of content and taking it from concept to shippable quality.

Scarlet Czarnecki



[Portfolio website](#)



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Dundee, Scotland, UK

Skillset

Adaptable - took ownership of a wide variety of content, quickly learned the relevant systems and pipelines to contribute swiftly.

Proactive - Actively pursued areas where I could contribute more. Designed my systems to be easily rebalanced and tweaked.

Result oriented - Reliably took features from concept through prototype to shippable state.

Problem-solving - handled technical and design challenges; alone and collaboratively.

Communicating - described and discussed choices and approach in writing and verbally.

Rapid Prototyping to establish gameplay and mechanics swiftly.

Writing clean code, that is scalable, easy to follow, well commented and follows the project conventions.

Iterative design based on testing, feedback and best practices.

Writing documentation which is comprehensive and reader- first

User centric design based on player motivation and overarching UX goals and strategies.

Tools

Programming

Unity Engine, C# , AngelScript
Unreal Engine, Blueprint, C++,

Design & Production

Git, Perforce, Jira, Figma, Canva
Google Workspace

As an Associate Systems Design Engineer at Spliced, I designed and implemented designs to spec. I developed a variety of features, systems, minigames and entire levels, from scratch or other developers. I iterated designs for improved gameplay, performance and parity for target platforms.

In academia and GameJams, I designed and prototyped a wide variety of mechanics and systems within tight timelines. I managed scope, handled source control and coordinated multi-disciplinary teams of developers.

GameJams



Global Game Jam 2024 "[Exist. Bread](#)"
System Design, coding (team of 3)



DigitalCatapult Jam "[Shot in the Dark](#)"
AR Game Design (team of 4) **2nd place**



Slovenia GameJam+ "Nina"
Level Design, Coding (team of 6)



Scream Jam 2021 "[Twisted Candyland](#)"
Level Design, Coding (team of 4)



Rhythm Jam 2021 "[EveryBody](#),"
Game Design, Coding (team of 4)



GJL Game Parade 2020 "Kill the Sun"
Game Design, Coding (team of 2)



Blackthornprod Jam #3 "Slash n' Dash"
Game Design, Coding (solo entry)



LudumDare 46 "Baby: Don't Hurt Me"
Game Design, Coding (team of 9)



LudumDare 45 "[Survive in Neon lights](#)"
Game Design, Coding (team of 8)



LudumDare 44 "Deer Zombie Hospital"
Team Lead, Coding, VFX (team of 7)

Education

Abertay University

Dundee 2020- 2024

BA (hons) Game Design and Production - 1st class

References

Mark Beagan - Design Director - Systems; markbeagan1984@gmail.com

Ulf Hartelius - Senior Systems Design Engineer; ulf.hartelius@ik.me

Languages



English Bilingual



Polish Native

Hobbies



Cooking & Baking

Making something enjoyable for myself and those I care about simply feels great.



Games

I love co-op shooters, and greatly enjoy stealth and building mechanics.



Model painting

I enjoy painting Warhammer 40k figures. It's a great way to keep my hands busy and mind free to wander. I play Tyrannids.



Philosophy and Fiction

I love exploring abstract concepts and creative works that lend themselves to deeper reflections.