Scarlet **Czarnecki**

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.

🌐 **[Portfolio website](#)** ✉ mczarnecki000@gmail.com 📞 +44 07769400127 📍 Dundee, Scotland, UK

Skillset

Adaptable - Operated in many design and implementation roles.
Proactive - Actively sought out ways to contribute more wherever help was needed.
Problem-solving - reliably turned abstract goals and ideas into practical implementation plans, subsystems and dependency graphs.
Enthusiastic- consistently motivated my teammates and remained committed myself.
Mediating - successfully eased tensions and resolved conflicts among teammates.

Rapid Prototyping of game systems and mechanics
Documentation writing that's comprehensive and usable
Iterative design driven by feedback and testing
User Motivation from user research to user centric design methodology
Source control, including Git admin and conflict cleanup

Tech

Programming	Unity Engine, C# , Unreal Engine, Blueprint, C++, AngelScript
Design & Production	Git, Perforce, Jira, Figma, Canva Google Workspace

As an Associate Systems Design Engineer at Spliced, I **designed** and **implemented designs** of others. I **developed** a variety of features, systems, levels and minigames. I **iterated** the design for better gameplay, performance and versatility across platforms.

For academic and personal projects I wrote design and technical **documentation**. My designs were guided by specific player **motivation profile research** and then **iterated** through feedback and testing.

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

Alexander Tarvet – Lecturer at Abertay; s.tarvet1100@abertay.ac.uk
Martin Lynagh – Lecturer at Abertay; m.lynagh@abertay.ac.uk

Languages

🇬🇧 English C2   Polish Native

Hobbies

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

Games
I'm a connoisseur of co-op shooters, RPGs, strategy and building mechanics.

Traveling & Photography
Exploring the world, it's heritage and culture helps me see things through a wider lens... And a literal lens.

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