

ANTONI JANIAK



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PORTFOLIO

Languages:

- Polish C2 - native
- English - advanced (C2);
three years of studies
conducted entirely in
English

INTERESTS:

- In-depth analysis of survival
horror games
- Sculpting
- Industrial music

PROFILE

Junior game designer, eager to learn and continuously expand my skill set; experienced in designing from scratch, creating GDDs, implementing ideas in game engines, and collaborating with project teams towards a shared vision.

SKILLS

- **Tools:** Microsoft Office, Jira, Trello, Canva, GitHub, Miro
- **Engines:** Unity (Proficient), Unreal Engine (Familiarity), Godot (Familiarity)

PROFESSIONAL EXPERIENCE

• **Game Director - Competition Project "Cyberiada"**

Game development competition for students | 11/2024 - 07/2025

Developed the narrative concept and storyline; responsible for dialogue and overall narrative tone; placed 5th in the competition and received a distinction for narrative.

• **Game Designer / Narrative (Intern) - Fighting Dreamers**

Dating sim inspired by Pan Tadeusz | 10/2025 - 09/2026

Writing dialogue and branching paths; implementing dialogue in the engine; working in sprints; researching and adapting the source text into an interactive format.

• **Design Generalist in the project group - Hello IT**

Dolnośląska Szkoła Wyższa | 10/2025 - present

Creating a functional demo level for a vertical slice, from paper design to implementation in Unity.

• **Game Master - SR&BC - Escape room** | 10/2025 - present

Interacting with clients in-character and providing immersive hints (soft skills); developing an understanding of puzzle design through observing player reactions.

• **Additional Game Development Experience**

a) Playtesting: Participated in closed playtests for 11 bit studios (17/02/2026) and Revulo Games (27/01/2026).

b) Industry Events: Showcased my own game at the Hello GameDev Conference, gaining valuable insights into player behaviour and feedback analysis.

c) Regularly attend game development events across Poland to learn from experienced industry professionals and stay up to date with industry practices.

EDUCATION

- Creative Media: Animation and Game Design (part-time, second-cycle/Master's) - Dolnośląska Szkoła Wyższa, Wrocław | 2025 - present
- Bachelor of Business Administration (BBA) - University of Wrocław, Wrocław | 2022 - 2025

ACHIEVEMENTS:

- 5th place in the nationwide student game development competition Cyberiada; Distinction for Narrative
- 7th place in the Cyberiada final game jam - Cyberiada