

**Curriculum Vitae**  
**Kat Michalak-Czechowska**  
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Versatile lead game designer with excellent writing skills and strong project management skills. Portfolio: <https://sociopattern.wordpress.com/projects/>

**Game design skills:**

- Content and feature designer for casual F2P mobile games
- Dialogue and story writer for adventure games & casual F2P mobile games
- Designer for casual & hyper-casual F2P mobile games (whole game life cycle)
- Level design & gameplay balancing skills
- Great teamwork coordination skills
- 9.5 years of experience in game development industry

**Technical skills:**

- Hands-on experience with Unity
- Excellent command of version control tools
- Excellent command of bug tracking tools (Jira, Redmine, Asana etc.)
- Experience with Agile (Scrum & Scrumban)
- Basic skills in data analytics: Facebook tools & Amplitude

**Education:**

- 1997-2002 – Master of Arts degree, majoring in Theatre Studies at National Academy of Dramatic Art in Warsaw, certifying my deep knowledge and understanding of history of art and culture, focused on different kinds of artistic performance. The topic of my master thesis: ‘Role Playing Games as a performance art’.
- June 2011 – graduated one-year Finance Management Studies at Warsaw School of Economics (SGH)

**Work experience:**

- Oct 2023 – now – **Lead Game Designer** at Outplay Entertainment
  - Leading a team of four designers
  - F2P casual puzzle games design & live ops (Angry Birds Pop!, Mystery Match, Crafty Candy, Mystery Match Village)
- May 2021 – Oct 2023 – **Senior Game Designer** at Outplay Entertainment
  - Ideation & prototyping for new lean, innovative games
  - Balancing levels difficulty to create the best player experience
  - Instant Games for Facebook: Solitaire Together, Zen Words, Words Together
- July 2019 – May 2021 – **Game Designer** at ChimpWorks
  - Game design for casual F2P mobile games:
  - game concepts & ideation

- core gameplay loop
  - designing features & metafeatures
  - balancing
  - monetization systems
  - data analysis to improve retention and monetization
- July 2018 – July 2019 – **Game Designer** and **Project Manager** at Ziango
    - creating content & features for mobile F2P games (hyper-casual games and instant games)
    - social features design
    - project management in flexible and demanding environment
    - tweaking, balancing, managing the QA process
    - work with data-analysis to ensure and improve games quality and retention
- January 2017 – June 2018 – **freelance game design** work for various studios, as ELF Design. I worked with: The House of Fables, Wonderland Engineering.
    - content design (gameplay & narrative)
    - dialogues & cutscenes writing
    - puzzle design
    - features design

While working as a freelance designer, I worked as Administrative Assistant in Brontë Parsonage Museum, Haworth (since Dec 2016). I was helping the museum with planned VR and digital projects, acting as a consulting designer.
- March 2015 – December 2016 – **Game Designer & Writer** for The House of Fables.
    - story & gameplay design for casual Hidden Object Puzzle Adventure game: Eventide
    - gameplay and level design for two VR games:
      - adventure game Wraith of Loki
      - puzzle game Trains VR
    - feature design for F2P mobile games
    - level design & balancing
    - writing and maintaining Game Design Documentation
- October 2013 – February 2015 – **Junior Game Designer** for QLOC S.A.
    - creating game concept and story arcs (for internal prototypes)
    - gameplay & content design, concepts of pacing and gameplay variants
    - tweaking / balancing
    - level design
    - writing and maintaining Game Design Documentation
    - basic C# programming in Unity
- January 2010 – September 2013 – **Executive Assistant** promoted to a position of **Associate** in Advisory department of PwC Polska (Valuation Team and Infrastructure, Government & Utilities Team).
    - creating reports on valuation of enterprises, trademarks, patents etc.
    - data gathering and analysis
    - checking and creating financial models for valuation purposes (MS Excel)
    - supporting public sector entities – strategic and financial advisory, financial modelling etc.

- December 2008 – January 2010 – **Executive Assistant** in Euromark Polska S.A.
  - preparing reports and analyses, taking minutes at Board meetings
  - supervising informational obligations of a stock exchange listed company
  - maintaining investor relations, updating the corporate website
  - translating and interpreting (English-Polish and Polish-English)
- July 2006 – November 2008 – **Executive Assistant** in Warsaw Hotels “Syrena”
  - organising office work (mailing, supervising information flow between company’s departments)
  - supervising conference calendar, taking minutes at meetings when required
  - managing the organisation of business trips for Board Members
  - translating and interpreting (English-Polish and Polish-English)
- May 2005 – June 2006 – **Receptionist** and **Brand Assistant** in The Swatch Group (Polska)
  - acting as the first line contact for retail and wholesale customers
  - providing customer service (entering and controlling orders, taking care of difficult customer complaints)
  - organising office work (mailing, filing and organizing documents)
  - coordinating marketing activities (events, advertising visual campaigns, loyalty plans)
- August 2004 to April 2005 - **Project Manager** in eBilet.pl – internet site for the distribution of theatre and concert tickets.
  - managing bookstore and gifts sites within ebilet.pl website
  - ordering and accepting programmers’ work
  - editing and taking care of the content on the site
  - cooperating with suppliers
  - providing customer service for the eBilet.pl site

**Achievements and interests:**

- Table top role-playing games and board games.  
I was a part of testing team for *Ideefixe*, a Polish RPG tabletop game. I contributed to the mechanics and concepts of this near-future cyberpunk game set in Poland in 2045. The game was released in August 2013.
- Tourism: motorcycle trips, hiking, biking, sailing.  
In 2014 I went on a motorcycle trip in Central Asia – two and a half month and 20 thousand kilometres through fascinating and little known countries such as Kyrgyzstan, Tajikistan, Uzbekistan etc.
- since 2000 till 2005 – regular publications in the TEATR magazine – renown Polish monthly theatre magazine. I wrote reviews of theatre performances and festivals and interviewed actors and directors.

**References:** Available on request