

Mateusz Dzikowski

Game Designer with 12 years of experience.
Bydgoszcz, Poland | [Portfolio](#) | [LinkedIn](#) | [Email](#)

After a decade building mobile F2P economies (100M+ downloads), I now apply my foundation in player psychology and behavioral analytics to VR in Unreal Engine 5.8

SKILLS & TOOLS

Technical Skills:

- **Engines & 3D:** Unreal Engine, Blueprints, Unity, Blender, Tilt Brush.
- **Analytics:** SQL, Google Firebase, Excel.
- **Creative:** Python, Vector/Bitmap tools, Audio/Video editing, Miro, Figma, AI workflows.

Functional Skills:

- **Design:** Level & Gameplay Design, System & Economy Design, FTUX & Onboarding.
- **Analytics:** A/B Testing, Telemetry Instrumentation, Cohort Analysis, Sentiment Analysis, Remote Config.
- **Production:** Rapid Prototyping, Product Ownership, Playtesting & Iteration, Live-Ops.

EXPERIENCE

Director & Lead Designer – [Zombie Kebab VR](#)

Indie Project

Remote

Oct 2023 - Current

- Directing and designing an indie VR survival horror sim in Unreal Engine 5.8.
- Generated over 1.2M views on TikTok and ~50M organic reach in 30 days with the core game logic based on community feedback.
- Accelerated pre-production by using AI to process UE 5.8 technical documentation and GDD into structured user stories.

Level Designer – [Scavenger Mandate](#)

Game Design Skills (3D Action Adventure Level Design Bootcamp)

Remote

Jan 2026 - May 2026

- Built a 10-minute PvE action-adventure blockout in Unreal Engine 5.6 from concept to final pass over 9 weeks.
- Applied an industry-standard level design workflow under the direct mentorship of AAA professionals ([Nathan Kellman](#), [Brandon Dolinsky](#), [Jordan McMorris](#)).

Senior Game Designer – [Unsolved: Hidden Mystery Games](#)

Artifex Mundi

Remote (Katowice, PL)

Jul 2024 - Oct 2025

- Eliminated refund requests and permanent 1-star reviews by designing the UX flow for the Cloud Save feature.
- Identified progress loss as a critical retention issue by running a sentiment analysis of 817 Google Play reviews in Python.
- Reduced data query times from days to under an hour by designing a new payload structure for the event stream.

Senior Game Designer Consultant – HorsePower

(unreleased F2P mobile racing horse management RPG) @ IOCONIC LTD | Ovation Studios

Remote (London, UK)

May 2023 - Nov 2023

- Designed core progression loops and camp upgrading systems covering stat growth, skills unlocks and stable expansions.
- Structured training mechanics and co-designed the logical framework for deterministic race simulations

Senior Game Designer / Product Owner

Vivid Games

Hybrid (Bydgoszcz, PL)

Feb 2019 - Apr 2023

- [Casual Publishing Line](#) (Unity)
 - EroBlast: Scaled the title to 1.9M+ downloads, becoming a primary revenue source for the studio alongside Real Boxing through system design, economy balancing, and live-ops updates.
 - Om Nom Crafters: Accelerated prototyping pipelines by building custom Python scripts that converted Excel sheets into Unity-ready JSON files.

- Om Nom Golf: Analyzed player failure data down to individual obstacles to isolate friction points, using those insights to tune course difficulty and reduce early churn.
- Proposed a machine learning-driven level generation and difficulty rating system for a National Centre for Research and Development research grant.
- Evaluated countless external prototypes and over 20 internal concepts in soft launches and UA campaigns.
- [Mayhem Combat](#) (Unreal Engine 4)
 - Increased Day 1 retention from 11% to 25% by completely rebuilding the FTUX and tutorial flow.
 - Ran rapid game balance A/B tests on a live build using a custom remote config system connected to a spreadsheet.
 - Calculated post-launch unit economics (CPI vs. LTV), providing the data-driven recommendation to halt development.

Game Designer / Monetization Specialist

Vivid Games

On-site (Bydgoszcz, PL)

Mar 2014 - Feb 2019

- [Real Boxing](#) (60M+ Downloads, Unreal Engine 3)
 - Rebuilt the core economy and monetization systems to convert the title from a premium to a Free-to-Play model.
 - Boosted short-session retention and revenue by designing Arcade Mode and lucky spin systems.
 - Built the analytics pipeline for live-ops updates using funnels, cohort analysis, and segmentation to answer audience behavior questions.
- [Gravity Rider](#) (30M+ Downloads):
 - Improved D1 and D7 retention by designing onboarding and a dynamic difficulty system that tracked obstacle retries and session properties to predict churn.
- [GodFire](#) (Unreal Engine 3):
 - Co-designed arenas, environmental hazards, and wave-based encounter rules for the Survival Mode

OTHER EXPERIENCE

Marketing & PR Specialist

Gdańsk University of Technology

On-site (Gdańsk, PL)

May 2010 - Mar 2014

- Organized the [Polish Conference on Computer Games Development](#).

EDUCATION

- **Level Design Blockout Bootcamp** – Game Design Skills
- **Fundamentals of Level Design with Unreal Engine** – Epic Games / Coursera
- **Directing Game Mechanics Satisfaction Bootcamp** – Game Design Skills
- **The Craft of Funsmithing** – Game Design Skills
- **Gamification** – University of Pennsylvania / Coursera
- **Behavioral Finance** – Duke University / Coursera
- **Master of Science (MS) in Romance Languages, Literatures, and Linguistics** – University of Gdańsk

LANGUAGES

- **English:** Fluent
- **French:** Bilingual
- **Spanish:** Intermediate
- **Polish:** Native