



Computer Science student and game designer. I started my gamedev journey as a modder and continue growing by participating in various projects. In my free time, I enjoy discovering peculiar places in my area by bike, reading fantasy and playing guitar.

CONTACT

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Portfolio

LinkedIn

TECHNOLOGY



LANGUAGES

Polish - native

English - C1

German - A2

MATYLDA MIEDZIŃSKA

EDUCATION

AGH University of Kraków

October 2025 - present

Computer Science

Romuald Traugutt's Secondary School in Częstochowa

September 2021 - April 2025

Extended Mathematics, Physics and Computer Science

EXPERIENCE

Girls in the Game! at CD PROJEKT RED

Quest and gameplay design mentee (February 2025 - February 2026)

- Pitching quests, writing design documents, implementing (Neverwinter Nights 2 Toolset), iterating
- Designing a combat system in Unreal Engine using Gameplay Ability System

Solaris - GIG 4th edition project

Lead quest and gameplay designer (June 2025 - present)

- Designing the narrative and gameplay flow of the game
- Implementing quests in Unreal Engine
- Creating levels in Unreal Engine
- Collaborating with writers and programmers, providing and receiving constructive feedback
- Implementing combat and parkour mechanics

AGH Code Industry academic circle

Board member (July 2026 - present)

- Supervising the circle's technical section
- Automating recruitment processes in Google Apps Script

Game designer, team leader (November 2025 - June 2026)

- Designing a platformer game: mechanics, levels and narrative
- Leading a 6-person team
- Supporting implementation in Unity

Our Lost Humanity - GIG all editions project

Gameplay designer (March 2026 - present)

- Designing systems and coherent game vision
- Supporting implementation of narrative systems in Unreal Engine

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