

# Paweł Pruszyński

LEVEL / GAME DESIGNER

## About me

I'm a passionate and experienced level designer who loves creating engaging spaces, telling compelling stories, and designing intriguing gameplay scenarios. I have a particular love for immersive sim genre, FPS titles and stealth games, and I enjoy crafting immersive worlds that draw players in and deliver unforgettable experiences.

## Skills

- Unreal Engine
- Visual scripting / Blueprints
- Level design
- Game design
- Blender (basics)
- Perforce
- Microsoft Office suite, Jira, Miro

## Professional experience

### LEVEL DESIGNER

Anshar Studios SA  
July 2021 - present

- Owned and co-owned multiple levels, collaborating with art, audio, and tech teams to ensure a cohesive vision
- Designed and optimized Level Design pipelines, improving workflows and processes
- Created levels and arenas from concept to final gameplay, including layouts, greyboxing, and blockouts
- Scripted gameplay scenarios and implemented level-specific mechanics to boost player engagement
- Designed and balanced combat encounters for engaging gameplay
- Conducted technical passes for collision, pathfinding, and performance optimization
- Maintained clear documentation for levels and features to align teams
- Worked with QA to identify and fix bugs, ensuring a polished product
- Participated in playtests and feedback loops to improve player experience

### QA SPECIALIST

Keywords Studios  
September 2020 - June 2021

- Tested software to ensure the highest quality standards were met
- Executed test cases to identify and report defects effectively
- Logged bugs into the database with clear and precise descriptions using standardized terminology
- Performed bug regression to verify fixes when required

## Projects

### Painkiller (2025)

Anshar Studios SA  
Role:  
Level Designer  
Release date:  
Fall 2025

Painkiller is a modern reimagining of the classic franchise, featuring online co-op for up to three players. As a level designer on this project, I had ownership and co-ownership of several arenas and levels. My responsibilities included creating levels, starting with briefings, top-down layouts, and greyboxing. I was also responsible for prototyping Rogue Angel game mode, I scripted various game mechanics, set up and balanced combat scenarios, contributed to playtesting, and collaborated with other departments to deliver a unique and engaging gameplay experience.

### Layers of Fear (2023)

Anshar Studios SA  
Role:  
Level Designer  
Release date:  
June 2023

Layers of Fear is a first-person psychological horror game. As a level designer on this project, I took ownership of several levels and contributed to the horror aspects of the title. My role involved creating a new experience by reusing content from the original game, arranging new spaces, scripting horror and story events, designing puzzles, and implementing gameplay elements. I also collaborated closely with other departments to ensure a cohesive vision for the game.

### Fallout 76 (2018)

Keywords Studios  
Role:  
QA Specialist  
Release date:  
November 2018

Fallout 76 is an action role-playing game set in the Appalachian region of West Virginia. As a QA specialist on this project, I focused on ensuring quality and stability, particularly during the development of the Brotherhood of Steel expansion. My responsibilities included testing quests, gameplay elements, and various assets of the BOTS addition, as well as collaborating with other testers and team leads to ensure a polished final product.



## Contact details

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I agree to the processing of personal data provided in this document for realising the recruitment process pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation).