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Top Skills

Mentoring

Cross-platform Development

Leadership

Certifications

C++ Certified Associate Programmer

C++ for Programmers Course

IGDA Mentor

Kamil Czarnecki

Creative Technical Director + Lead Designer

London Area, United Kingdom

Summary

Award-winning game designer and developer, with a specialty in gameplay, systems, and tools. Currently, Creative Technical Director and Lead Designer at an indie startup studio, leading development on Unmasked Truths: Shattered Dreams, a narrative mystery adventure built in Unreal Engine 5. I contribute directly across disciplines - technical architecture, game design, tech art, and narrative - while holding responsibility for how every team's work fits together. Before that, I was part of the small team that ported the entire Bendy catalogue (Ink Machine, Dark Revival, and Lone Wolf) across Xbox One, Xbox Series X/S, PS4, PS5, Switch, iOS, and Android in a matter of months. I built and shipped platform-specific systems across all targets, from cloud and cross-generational saves to achievements, rich presence, and user hooks, patched existing gameplay bugs, and saw each platform through its certification process including XR, TRC, and LotCheck. I led a team to win Tranzfuser, a UK Games Fund competition, with Lumi: Starbound Adventure, a 3D collectathon platformer centred on a mechanic where players dynamically reposition platforms to navigate the world. As the team lead, I owned everything from design through to technical execution. That win opened the door to UK Games Fund backing, funding the studio for a further seven months. My route here was unconventional. Psychology degree at Sussex, then games. But it turned out to be more relevant than expected. Understanding how people think, what they anticipate, and where they get frustrated sits at the core of good design, and it's something I draw on every day.

Experience

SuperPROTEIN Studios Inc.

2 years 2 months

Creative Technical Director + Lead Designer

August 2025 - Present (1 year 3 months)

Seattle, WA

Lead Programmer

September 2024 - August 2025 (1 year)

London Area, United Kingdom

Pocket Sized Hands

Games Programmer

September 2024 - August 2025 (1 year)

Dundee

Ported Bendy and the Ink Machine, Bendy and the Dark Revival, and Bendy: Lone Wolf across PlayStation 4, PlayStation 5, Xbox One, Xbox Series X|S, Nintendo Switch, iOS, and Android.

- Worked across all platforms as part of a small programming team, delivering full console and mobile ports of a major commercial franchise under tight deadlines and budgets.
- Handled platform-specific backend integration including achievements, trophies, rich presence, activities, and compliance with platform certification requirements (XRs, Lotcheck, TRCs).
- Optimised performance to hit steady 30 and 60fps targets across hardware with significantly varying specs, from Mobile to Switch to PS5.
- Coordinated with QA to identify and resolve bugs both in the ports and in the original codebase, improving the overall quality of the shipped titles.
- Supported the delivery of physical console releases, making sure that builds met manufacturing and distribution requirements.

Dreaming Giants

Co-Founder, Creative Director and Lead Programmer

March 2022 - May 2024 (2 years 3 months)

Greater London

Co-founder & CEO. Worked on Lumi: Starbound Adventure.

- Directed a multidisciplinary team of 5 as sole programmer and project director, handling design, technical implementation, and production.
- Led creative direction and game design, defining the player experience, core loop, and visual identity of the project.
- Designed and built core gameplay systems including combat mechanics, AI behaviour, and player progression in Unreal Engine.
- Applied for and secured two competitive government grants (Tranzfuser and UKGF) totaling \$42,000 in funding.
- Exhibited at WASD London and Insomnia i71.

- Acted as producer across the project, managing timelines, deliverables, and milestone delivery on a grant-funded schedule.

Connector Programme

Spirit of Sussex Award Connector

September 2021 - October 2022 (1 year 2 months)

I designed marketing material for the Spirit of Sussex Award at the University of Sussex. The award serves to solidify each student's extracurricular efforts during their time at the UoS. During my time at the Spirit of Sussex Award we greatly increased student engagement within the award, resulting in over 1000 total student participations.

My roles in this position included graphic design, motion graphics, and data wrangling.

Indie Games Developer

December 2020 - March 2022 (1 year 4 months)

Hakadal Regnskapsbyrå

Full-stack Developer

March 2019 - July 2021 (2 years 5 months)

Oslo, Norway

- Developed and maintained the company's website, improving user experience and client engagement through a modern, responsive design.
- Implemented new features and functionalities on the website, resulting in a 30% increase in user retention and engagement.
- Collaborated with the marketing team to integrate SEO strategies and analytics tools, boosting the website's visibility and driving a 25% increase in customer acquisition.
- Provided ongoing technical support and training to staff, improving overall IT proficiency and efficiency within the company.

Education

University of Sussex

Bachelor of Science - BS, Psychology and Criminology · (September 2020 - May 2023)