

KONRAD LECH

GAME DESIGNER

Technical-minded Game Designer with 10+ years of experience in game development, combining system design, scripting, and implementation. Skilled in bridging design and programming through Unreal Engine Blueprints and light coding.



konrad.lech@gmail.com | +48 506 290 155 | LinkedIn @[konradlech](#) | [portfolio](#)

CORE SKILLS

SYSTEM & GAMEPLAY DESIGN

- Designed and prototyped **core and supporting systems**, including: environmental hazard system, looting, crafting, meta progression, player scores, and health & injury systems.
- Designed and prototyped various **puzzles**; both environmental and 2D mini-games aimed at creating cognitive and dexterity challenges.
- **Integrated narrative and gameplay designs** for cohesive player experiences.
- Designed and prototyped various **interactable elements**, such as chests, moving platforms & elevators, surveillance cameras & monitors, passcode locked doors & mechanisms, traps
- **Balanced** resource gain, player progression, and meta rewards.

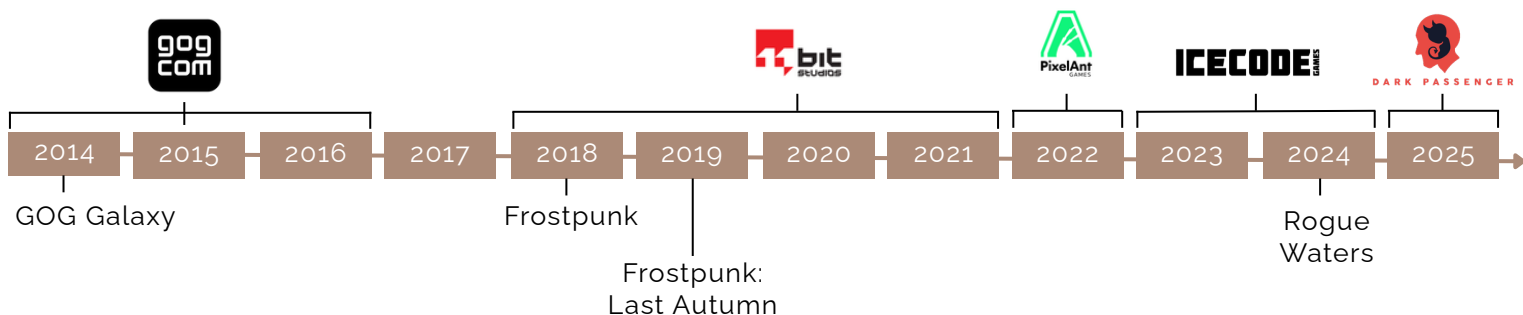
IMPLEMENTATION & SCRIPTING

- Implemented **gameplay logic**, events, and triggers using Blueprints for walking-sim-like experiences.
- **Implemented UI** using Unreal Widgets.
- Created **debug tools** for designers and QA using Unreal Widgets.
- **Optimized Blueprints**; cleaned assets, simplified logic, and improved performance.
- Worked with both commercial and in-house engines and tools.

NARRATIVE & CONTENT DESIGN

- **Implemented branching dialogues**, conditional events, and story logic written by the narrative team.
- **Used Ink, Articy Draft**, and other custom tools for dialogue and event implementation.
- Wrote short stories, dialogues, events, item and skill descriptions, and barks.
- Designed systems connecting **narrative progression** to gameplay mechanics.

EMPLOYMENT HISTORY



TOOLS

ENGINES

Unreal Engine

- Used professionally
- Very good proficiency with Blueprints and editor
- Basic proficiency with AI Behaviour Trees and Sequencer
- Ability to create clear and readable Blueprints features and systems

Unity

- Used professionally
- Good proficiency with the editor
- Basic proficiency with C#

Godot

- Used for hobby projects and game jams
- Basic proficiency with the Editor
- Basic proficiency with GDScript

CODING

C#

Basic familiarity
Ability to write simple games in Unity

Python

Basic familiarity

NARRATIVE TOOLS

Ink

Good proficiency with the language, editor and Unity integration

Articy:Draft

Good familiarity with the tool environment

OTHER

- Git
- Jira
- Confluence
- Perforce
- Miro

INDEPENDENT PROJECTS

TANO COLLECTIVE

- Co-founder of Tano Collective, informal hobby team passionate about honing game development craft through **creative game jams**
- **16 games created** during 5 years of regular activity
- Responsibilities: **design, writing, scripting, content creation**
- We experiment with **various genres**: from turn-based card games, through casual puzzles, to action FPP

tano-collective.itch.io

haaya.itch.io



GAME JAMS

- Sofia Global Game Jam 2019
- Ludum Dare - 49, 50, 51, 52, 53, 55, 56, 57, 58
- Down2Jam 1, 2
- GMTK Jam 2022, 2023, 2024

INTERESTS

- History, Archeology, Maps
- Sea & Pirates
- Puzzles & Riddles
- Cycling
- Tabletop RPGs, board and social games