Mikolaj Brzuchalski

About

Dynamic and enthusiastic master's graduate in Computer Games Technology from the University of Portsmouth. Skilled in collaborative game design, leveraging extensive knowledge of industry trends to create captivating experiences. Versatile asset with demonstrated game development prowess using Unity and UE4. Notable projects include AR & VR ventures for external clients and personal game design work.

Education

University of Portsmouth 2018 – 2022

- **MSc Computer Games Technology** – Award: Merit
  - Completed a year-long individual design and development project for University of Portsmouth.
  - Designed, developed, and shipped an educational virtual reality game in Unity, simulating symptoms of schizophrenia for the psychology department.
  - Focused on perspective-taking to enhance emotional and cognitive empathy and aimed to improve attitudes towards patients with schizophrenia and knowledge of the disorder.
  - Showcased adept project management, collaborating with clients and stakeholders.
  - Organised and led meetings, setting agendas, leading discussions, and negotiating with stakeholders.
  - Conducted in-depth research and literature analysis to establish and cultivate expertise.
  - Organised in-person testing sessions with multiple participants, collecting data, and strictly adhering to the health and safety regulations.
- **BSc (Hons) Computer Games Technology** – Award: First Class
  - Attained first-class honours degree, showcasing exceptional academic performance.
  - Collaborated as a lead designer within an agile multi-disciplinary team to create a mobile phone application with AR functionalities in Unity for external client RADII Devices, delivering a product that aims to assist clinicians in fitting and designing prosthetic sockets.
  - Played a key role in user-centered and accessible UI design, ensuring an optimal user experience whilst focusing on the project requirements and objectives.
  - Wrote extensive design documentations to support development, supported by extensive research, constructive discussions, and deep analysis.
  - Translated design concepts into technical implementations, ensuring the application's seamless functionality and stakeholder satisfaction.
  - Organised and led team meetings, setting agendas and leading discussions whilst also maintaining repositories and collecting materials for efficient communication and presentations.
  - Led testing sessions, collecting, and analysing data to ensure optimal project outcomes.
  - Presented a first-class dissertation on procedural content generation for uncertainty in level design.
  - Attended industry talks and showcased personal works at public Graduate Showcase events.
  - Actively participated in athletic events and was a valued member of University's Athletics Club.

Harris Academy Merton Sixth Form 2013 – 2015
A Level: ICT (A), Business Studies (C), Computing (C) | **AS Level:** History (C)

Harris Academy Morden 2008 – 2013
GCSEs: 8 A-Cs including: ICT (A), English (B), Mathematics (B), Science (B), Business (B)

Employment

Freelance Game Design & Self-Employment, Remote 2022 – Present
  - Collaborated with game development startup Bluecedral, contributing game design expertise.
  - Specialized in game and UI design, offering design consultation, and participating in game testing.
  - Produced game assets for sale, showcasing versatile creative skills in asset creation.
  - Simultaneously managed self-employment as a courier, demonstrating effective time management, result-driven attitude and self-motivation.

Tesco CFC Distribution Centre, Croydon – Personal Shopper 2017 – 2018
  - Worked on the shop floor consistently delivering excellent service, progressing to working within the quality assurance team, ensuring best standard of products for customers, answering customer emails and phone calls, logging, and tracking data and constructing daily meeting notes and presenting these to senior members of staff during daily stand-up and weekly reviews.

Tesco Extra, Purley – Personal Shopper 2016 – 2017
  - Worked under pressure within a team to deliver best customer experience while attaining to the highest standard of quality of products picked ready for delivery to clients.

Volunteering

Passionate volunteer and contributor of game design and development expertise to projects and testing initiatives, supporting projects whilst leveraging, and strengthening my skills.

Location:
Carshalton, Greater London UK

Telephone:
(+44) 7949 475440

Email:
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My Links

Linkedin.
www.linkedin.com/in/mikobrzu

Itch.io:
See my projects, assets, and products:
https://mikobrzu.itch.io/

Portfolio:
mikobrzuchalski.wixsite.com/mikolaj-brzuchalski

Github:
https://github.com/mikobrzu

Skills

Technical Skills:
- Game Design & UI/UX
- Game Analysis
- Game Theory & Player Psychology
- Unity Engine
- C# / C++
- Unreal Engine
- Blender
- Jira & Trello
- Source Control

Soft Skills:
- Design Documentation and Report Writing
- Project Management
- Research
- Organisational Skills
- Communication
- Problem-solving
- Critical Thinking
- Attention to detail
- Eager to learn
- Flexible and able to adapt

Other:
- Google Suite & Office tools (Excel, Word etc.)
- Notion
- Bilingual (English & Polish)

Other Interests
- Gaming, Sports & Fitness