CURRICULUM VITAE

Błażej Zając

Lead Level Designer at 2B Games. Designing and scripting levels and missions for games since 2010.

BIELSKO-BIAŁA, POLAND

OCT 2018 — PRESENT

2B Games

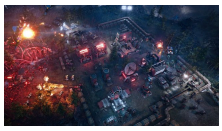
Bielsko-Biała, Poland



Tempest Rising

Lead Level Designer | PC

Level and mission design, mission scripting.





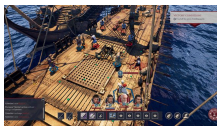



Expeditions: Rome

Lead Designer | PC

Level design, scripting, gameplay design and implementation.



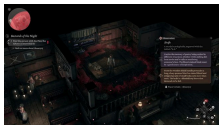



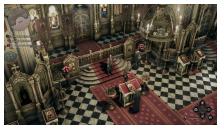


The Thaumaturge

Level Design & Level Art | PC | PS5 | XSX

Level design, blockout and level art pass.






Co-Founder & Co-Owner

OCT 2018 — AUG 2026

AUG 2014 — DEC 2019

IMGN.PRO

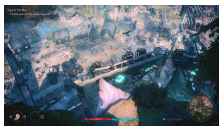
Bielsko-Biała, Poland

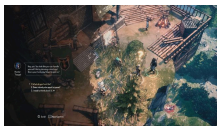
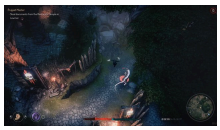


Seven: The Days Long Gone

Lead Level Designer | PC | PS4

Level design and level art, team management, game trailer production and editing.



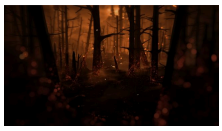





Kholat

Designer | PC | PS4 | XO | SWITCH

Level design and prototyping, level scripting, sound design implementation, game trailer production and editing.



OCT 2013 — AUG 2014

CreativeForge Games

Warsaw, Poland



Ancient Space `Level Designer` PC

Level and mission design, mission flow scripting, gameplay balancing, project sketches, geometry composition.






SEP 2012 — JUL 2013

Tabasco Interactive

Katowice, Poland



Bruce The Game `Lead Level Designer` CANCELLED

Level design, level scripting, core gameplay loop design, geometry creation and composition. Narrative design, dialogue supervision, technical documentation, team management.









MAR 2012 — SEP 2012

City Interactive

Katowice, Poland

Sniper iOS `Level Designer` CANCELLED

Level design, mission design, level prototype, mission scripting, project sketches, cutscene design and implementation.

FEB 2010 — MAR 2012

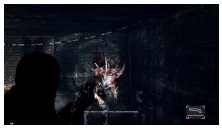
Nicolas Games SA

Katowice, Poland



Afterfall: Insanity `Game Designer` PC

Game design, level design, minigame design, cutscene design and implementation, storyboards, animation recording for cutscenes, technical documentation.



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