Tomasz Fedoruk

LEVEL DESIGNER

About me

Hello!
My name is Tomek, and for most of my career, I have been working on assembling creative teams and making sure they have the smoothest path to create great things.

After 10 years of being a producer, I wanted to get my hands dirty and do some creative work myself - I was determined to make a switch to Level Design - field that I'm really passionate about.

Contact

Location: Warsaw, Poland

Phone: + 48 796 502 015

Email: fedoruk@me.com

LinkedIn:
linkedin.com/in/tomasz-fedoruk

Portfolio

tomekfedoruk.com

Experience

GAME/LEVEL DESIGNER

RockGame
11.2025 - now

- Designing progression systems, economy and mechanics for upcoming stealth action game
- Designing sandbox maps with focus on replayability, stealth and combat

JUNIOR LEVEL DESIGNER

Techland
1.2025 - 10.2025

- Designing Open World Activities with focus on combat, stealth, traversal and puzzle design
- Shipped AAA title: "Dying Light: The Beast"

PRODUCER

Techland
7.2023 - 1.2025

- Producing environment art departments (3D,CA,LA). Coordinating work of 20-30 developers and artists working on "Dying Light" gaming franchise

PRODUCTION TEAM LEAD

Agora S.A.
02.2023 - 06.2023

- Managing a team of 5 video producers.
- Responsibility for the quality and results of the company video production (Gazeta.pl, Sport.pl, Plotek.pl brands)

PRODUCER

Agora S.A
10.2015 - 02.2023

- Coordinating video production process from concept to delivering final product.
- Completed hundreds of commercial projects. (client included: BMW, Żabka, Netflix, Lexus, Carlsberg)

Education

SOCIOLOGY

Warsaw University of Life Sciences - Bachelor's degree
2008 - 2011

LANGUAGES

Polish - native
English - C1

HOBBIES

- Comedy (classic 80s/90s TV shows and movies)
- Indie games with fresh ideas
- Classic Nintendo consoles

Skills

- Unreal Engine
- Jira
- Problem-solving
- Creativity
- Management
- Agile/Scrum
- Premiere Pro
- Photoshop

I hereby give consent for my personal data included in my application to be processed for the purposes of the recruitment process under the European Parliament's and Council of the European Union Regulation on the Protection of Natural Persons as of 27 April 2016, with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (Data Protection Directive)