

CV

Maciej Miąsik

Warszawa, Poland

maciek@miasik.net, <http://www.miasik.net>

mobile: +48-501-662235

LinkedIn profile: <http://www.linkedin.com/in/tosiabunio>

SUMMARY OF QUALIFICATIONS

Game industry experience since 1991. Deep knowledge of all areas of game development, including programming, design, production, management, video special effects, and sound design. Very good technical skills. Great problem solving. Quick learner, especially regarding new tools, processes and technologies. The ability to adapt, reprioritize and immediately solve problems. Good leadership skills, with lead by example approach. Excellent relationships with co-workers and business partners. Good communications skills.

SKILLS

Game development and production: Good scheduling skills. Knowledgeable with various project management and collaboration software (e.g. Hansoft, MS Project) and methodologies (Agile/Scrum, traditional waterfall). Capable to manage projects of various sizes (2 up to 80+). Good track record of successfully shipped games.

Programming: Python, C# (past: assembly languages for 6502, 8080, 8085, 80x86, Z80; Fortran; Pascal; PHP; C/C++; Lua).

Sound design: Very good sound design and audio processing skills (Sony Vegas, Sony Sound Forge, Cockos Reaper, Steinberg Nuendo), limited recording experience. Good knowledge of Wwise middleware.

MAJOR PROJECTS

2011-now (Unannounced project), developer: one2tribe, publisher Nexon USA:

- Producer

Position highlights: assembled a team of highly skilled professionals to work on a social RPG game.

2008-2010: "The Witcher 2", developer: CD Projekt Red, publisher: Namco, platforms: PC

- Audio and Tech Producer, responsible for the sound design up to VS stage.
- Managed the IT department

Position highlights: introduced Wwise audio middleware, designed audio and music implementation for the new in-house engine.

2007-2008: "The Witcher: Rise of the White Wolf", developer: CD Projekt Red, Widescreen Games, publisher: Atari, platforms: X360 and PS3 – project cancelled

- Executive producer – Project Lead.
- Managed an internal team in charge of game's re-design for the consoles.
- Acted as CD Projekt's producer working with Widescreen Games contracted to port the game.

2005-2007: "The Witcher", developer: CD Projekt Red, publisher: Atari, platform: PC

- Worked as a producer and project manager (Head of Production) of 80+ person team.
- Did additional sound design (voice editing and processing).
- Also did some additional programming (mostly supporting various technology processes).
- Managed the IT department

Position highlights: helped putting troubled project on right tracks and successfully bring

it to the market; introduced good industry practices and processes.

2003-2004: "[Sentinel: Descendants in Time](#)", developer: Detalion, publisher: Dreamcatcher Interactive, platform: PC

2002-2003: "[Mysterious Journey II: Chameleon](#)", developer: Detalion, publisher: Dreamcatcher Interactive, platform: PC

2001-2002: "[Codename: Nina - Global Terrorism Strike Force](#)" developer: Detalion, publisher: City Interactive, Valuesoft, platform: PC

- Produced the games.
- Managed the studio (as studio co-founder) of 15 persons.
- Did additional game design.
- Did sound design ([some examples on Vimeo](#)).
- Technical direction.

Position highlights: co-funded the independent studio; secured funding and several publishing deals.

1998-2001: "[Schizm: Mysterious Journey](#)", developer: LK Avalon, publisher: Dreamcatcher Interactive, Project 3 Interactive, platform: PC

- Technical direction.
- Programmed low level libraries.
- Co-designed the game.
- Did sound design.
- Produced video sequences with live actors (designed shooting stage, videographed sequences, edited and composited them) - [some examples on Vimeo](#)
- Did video special effects.

Position highlights: Expanded team's video capabilities, secured involvement from award-winning writer, significantly increased the quality of video sequences through new processes and tools.

1996-1998: "[Reah: Face the Unknown](#)", developer: LK Avalon, publisher: Project 2 Interactive, platform: PC

- Wrote the story and dialogues.
- Technical direction.
- Programmed low level libraries.
- Did additional design.
- Did sound design.
- Produced video sequences with live actors (designed shooting stage, videographed sequences, edited and composited them)
- Did video special effects.

Position highlights: introduced new technologies to the existing engine; researched and implemented live action full motion video sequences for the game.

1994-1996: "[Fire Fight](#)", developer: chaos works, publisher: Epic Games, Electronic Arts, platform: PC

- Produced the title.
- Did additional sound design.
- Did additional sound programming (sound engine and memory management).

Position highlights: seamlessly and effectively worked with EA producers to deliver a critically acclaimed title.

1991-1993: "Epic Puzzle Pack ([Electro Man](#), [Heartlight PC](#), [The Adventures of Robbo](#))", developer: xLand, publisher: Epic Games, platform: PC

- Did game and level design (including art) (Electro Man)
- Programmed the game engine (Electro Man)
- Programmed the game (Robbo)
- Did sound design (All titles)

Position highlights: started one of the very firsts professional Polish game development teams; co-developed Polish cult game - Electro Body (aka Electro Man).

MINOR PROJECTS

2011: *"Jodie Drake and the World in Peril"*, developer: Sleepwalker Games, publisher: Codeminion/Big Fish Games, platform: PC, Mac, iOS

- Sound design.

2004: *"Hugo Penguin Battle"*, developer: ELM/Detalion, publisher: Interactive Television Entertainment, platform: PC

- Produced the programming part.

1996: *"[Treasure Island](#)"*, developer: Crossroads, publisher: LK Avalon, platform: PC

- Game concept.

OTHER

- Guest lecturer (Game Design) at Polish Japanese Institute of Information Technology, Warsaw
- Presentations at the following conferences: "Jakość Systemów Informatycznych", Warszawa, 2007; Game Places International, Frankfurt, 2007; 4developers, Kraków, 2009; Dni IT, Opole, 2009
- Independent expert for The Education Audiovisual and Culture Executive Agency, Brussels
- [PyElectroMan](#) - Open Source Python port of "Electro Man" (Work in progress).
- Trained Scrum practitioner

EDUCATION

1986-1990: Jagiellonian University then Academy of Economics, Kraków, Computer Science, not graduated.