



MICHAŁ STANIEWSKI

GAME DEVELOPER

CONTACT

- ☎ 07449738729
- ✉ michalstaniewski2005@gmail.com
- 🌐 [RuneScape Wiki page](#)
- 🌐 [Portfolio website](#)
- 🌐 [LinkedIn](#)

SOFTWARE EXPERIENCE

- C#, C++, Python, Java
- Unity, Unreal Engine, Godot
- Perforce, GitHub
- Confluence, Miro
- Excel, Word, Blender
- Zoom, Microsoft teams
- Slack

KEY SKILLS

- Problem-solving
- Critical thinking
- Technologically proficient
- Creativity
- Time management
- Project scoping/planning
- Punctuality
- Multitasking
- Proactive and strong organisation
- Public speaking
- Bilingual (Polish and English)
- Collaborative communication



PROFILE

Hello there! I'm a resourceful and passionate game programmer with **significant** experience in the **games industry**. Whether I'm creating **gameplay mechanics**, writing narrative, or designing new features, I blend creativity and problem-solving to create engaging and unforgettable experiences for players.

If you're searching for a developer with **extensive programming skills**, robust **game design knowledge** and eagerness to work in a team to create thrilling gameplay experiences, look no further! I bring passion, good energy, and some great jokes to any team I'm a part of. I **thrive under pressure** and I love a good challenge.

No matter if I'm working on small indie games or **one of the most successful** and long-tenured MMORPG's of all time, *RuneScape*, I **bring my all**. These experiences along with my time at University studying computer gaming technology, helped me become the experienced developer I am today. I strive to **continue expanding my knowledge** and working on exciting new projects with likeminded people.



WORK EXPERIENCE

Jagex

FEB 2023 - MAY 2025

Junior Game Designer

- Contributed to the development of the iconic MMORPG RuneScape in a **generalist role**, with a strong emphasis on **gameplay programming** while also supporting multiple discipline across the **game development pipeline**. Where I delivered multiple varied projects that reached over 50,000 users each!
- Worked on a **vast and legacy codebase**, maintaining and updating a 24-year-old game with a highly engaged and vocal player base (nearly 20 million accounts).
- Designed and implemented **gameplay mechanics**, contributed to **narrative writing**, and worked with UI and UX.
- **Feature-led** a full project from **conception though to release**, taking ownership of both **design and development** while coordinating with a small cross-functional team to deliver on production goals.
- Collaborated across departments using **Jira** for task tracking and **Confluence** for documentation. I practiced strong version control workflows with **Perforce**, learning from experienced engineers.

Thorian Games

MAY 2022 - FEB 2023

Apprentice Game Developer

- Apprenticed under the lead developer of *Wardens* (available on Steam) and contributed to an unreleased title currently in development.
- I worked remotely on various **gameplay features** including, visual effects, level design, **gameplay mechanics** under direct **mentorship** from the lead developer.
- Assisted in **design planning** and learned **industry practices** for working with **version control** systems (GitHub), codebase organisation and iterative development.
- Learned substantial experience from the **mentorship programme**, as well as how to be a stellar mentor for those who can **benefit from my experience**.

Indie Game Developer

2016 - PRESENT

Freelance

- Independently developed and **published 9+ original game projects** across platforms including **itch.io**, with over **1,200 browser plays** and nearly 50 downloads. I achieved this in my spare time while working part-time.
- Designed, programmed, and iterated on various genres and mechanics, **regularly challenging myself** to recreate and reimagine systems from games I love.
- Furthering my knowledge into new game engines and providing **advisory services** to a newly established studio.

VOLUNTEERING

Scouting and scout leader for Ely District Scouts (2011-2019)

- I provided a safe, meaningful and supportive space to a diverse group of children, making it possible to thrive regardless of race, experience, ability or barrier.
- I embraced every opportunity to increase my ability to provide excellence to my scout group, taking part in training for first aid, leadership and survival skills.
- Became an adept and flexible leader, managing time, in-group dynamics and diverse collaboration.
- Planned, organised and led multiple trips abroad, sharing my love of new cultures and the importance of nature with my group.
- Planned and led core skills activities, working with children, parents and other scout groups in a way that excited and educated.

INTERESTS/ HOBBIES

- Sports: I'm a very active person and I enjoy a range of sports from bouldering, basketball to American football.
- Hiking and outdoors: I love exploring the outdoors. I enjoy foraging, hiking and learning about nature.
- I love watching movies, anime and reading books.
- I enjoy playing and writing DND stories with friends.
- Gaming: from a young age, I've enjoyed playing games with my friends in my free time. Some games I've been playing a lot recently: Elden Ring, Expedition 33, The Last of us part 1, Dota 2.
- I have an extensive Pokémon card collection (more than happy to show).



EDUCATION

Anglia Ruskin University

2018 - 2022

BSc (Hons) Computer Gaming Technology
Grade Achieved: First Class Honours

Mastered Skills Bootcamp

2022 - 2023

Earned a fully funded bursary on the Mastered Skills bootcamp for Game Development Completed



STAGE AND MEDIA

Representing Jagex at in person events

- Attended multiple events as a representative of Jagex. RuneFest, Anglia Ruskin University and Gamebridge games event.
- Appeared in multiple livestreams and Dev Diaries on Twitch and YouTube to present new releases to players.
- Interacted with developers of all disciplines in public forums.
- Led player activities at RuneFest and established relationships with key player groups.

Attended multiple in-person and remote games events

- Attended and participated in many game industry events such as Gamebridge, Grads In Games and Into Games events.
- Gave portfolio reviews and advice to graduates and others eager to join the games industry.
- Was part of a "Junior Developers" panel where I spoke in front of a large crowd about my experience joining the games industry.
- I'm featured on Anglia Ruskins alumni page [Link](#).
- Networked with many developers from different walks of life.
- Made friends that work at a variety of companies and of many disciplines.



REFERENCES

Stephen Rowley

Lead Narrative Designer at Jagex
Email: stephen.rowley@jagex.com
Phone number: 07989 911063

Kyle Robson

Senior Game Designer at Jagex
Email: robsonkyle@gmail.com
Phone number: 07870594286

Stuart Walpole

Senior Narrative Designer at Jagex
Email: stuart.walpole@jagex.com

Jagex HR

Email: HRquestions@jagex.com