

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

tomaszfedoruk.com

Tomasz Fedoruk

LEVEL DESIGNER

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