

GERGELY SZAKÁCS

Level Designer



Portfolio



LinkedIn



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Hungary



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As an experienced Technical QA Analyst in the gaming industry, I have gained a deep understanding of game mechanics, game development and user experience. Driven by a passion for gaming, I practice level & game design, leveraging my technical expertise, my creativity and knowledge to create immersive and engaging environments.

EXPERIENCE

Sep 2024 - Present

Level & Game Designer

Freelancing

- Designing gameplay elements for a startup Web3 project, currently working on player tutorials and Telegram game designs in space exploration genre.

May 2023 - May 2024

QA Technical Lead

BuildARocketBoy Ltd.

- Led a technical analyst team in a QA department and was responsible for the team's work, performance, competence and people management.
- Coordinated the workflow between our team and the developers, other QA teams and external companies.
- Participated in the recruitment and onboarding process of new QA members. Mentored 5 juniors during this period, introduced them to the engine, bug handling processes, QA ways of working, troubleshooting techniques.
- Was the first point of contact for any show-stopper bugs happening, I did the pre-analysis, actively participated in troubleshooting with programmers to resolve the issues faster.

Jan 2023 - May 2023

Senior Technical QA Analyst

BuildARocketBoy Ltd.

- Was responsible and sent reports to top level management for analytics, performance measurements and build pipeline stability of our game projects.
- Reduced the manual involvement of those reports from 1 hour to 5 minutes by developing Python scripts.
- Improved art asset import and editing workflows by utilizing built-in Blueprint scripts. Reduced the required time to finish those tasks from 5-6 hours to 1 hour.
- Developed smoke tests, performance, regression and compatibility test case suites for both projects, which were carried out by QA teams regularly.
- Conducted multiplayer and networking tests involving 10+ QA testers frequently. Testings were more time and resource efficient when done in groups.

Sep 2021 - Dec 2022

Technical QA Analyst

BuildARocketBoy Ltd.

- Reported and handled code, script, engine and asset related bugs for two upcoming AAA games developed in Unreal Engine 5.
- Participated in many areas of testing, eg. functional, regression, feature, compatibility, network.
- Learnt things rapidly and adapted to the new working environment quickly, these enabled me to have a voice of matter, reason and knowledge in the whole QA department soon from the start.

SKILLS

Blockout creation
Game Prototyping
Level Design
Game Design
Scripting
Game Development

TOOLS

Unreal Engine 4/5
Unity
Python
Inkscape
JIRA & Confluence
Perforce & Github

STRENGTHS

Adaptability
Analytical mindset
Communication
Creativity
Leadership
Problem solving
Troubleshooting

CERTIFICATES

CGMA: Level design for games

GameCraft: Advanced game development in Unreal Engine 5

Game Design: Art and Concepts
Game Design and Development in Unity

EDUCATION

Electrical Engineering - Budapest
University of Technology and
Economics

LANGUAGES

Hungarian - native
English - professional
German - intermediate
French - beginner
Italian - beginner