

ADELA KAPUŚCIŃSKA

Game Designer passionate about empowering player experiences, expressive systems, and multimedia storytelling. 3+ years experience working in remote international teams on PC/Console, mobile and board games. Open to relocation.

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EXPERIENCE

Game Designer - Unannounced Title (PC & Console)

at [Turn Me Up Games](#) (Los Angeles) May 2022 - now

- Designing gameplay, mechanics, and features, and quest event scripting for an adventure game using internal tools in UE5.
- Point of contact for all core gameplay decisions and impact on player experience and key playstyles.
- Owning all quest game loop flowcharts and puzzle visualizations, pitching improvements and facilitating communication for 32-person dev team.
- Maintaining robust design documentation and asset tracking.
- Closely collaborating with Programming, Production, Level Design, Narrative, UX Design and other teams to improve pipelines.

Skills: Unreal Engine 5, Scripting, Prototyping, Gameplay Design, Systems Design, Puzzle Design, Player Experience, ClickUp

UX Designer - multiple R&D projects

at [Carelon Health Platforms](#) (San Francisco) Jan 2021 - Jun 2023

- Designed user-focused interfaces, interactions and information visualizations centering healthcare data, informed by market analysis, user research and multi-stakeholder feedback.
- Migrated and improved design system and guidelines from Sketch to Figma for 8 designers.
- Rapidly prototyped and validated 5-10 concepts per day in strike force Design and UR teams.

Skills: UX Design, Interaction Design, Figma, Sketch

Board Game Designer - [Kinfire Chronicles: Night's Fall](#)

at [Incredible Dream Studios](#) (Los Angeles) Oct 2020 - Nov 2021

- Kickstarted in 3 hours in "Project(s) We Love" category.
- Worked closely with Design Director to develop the systems design, combat design and emergent game IP for the company's flagship title.
- Created and balanced cards; led design on 2 of 6 playable character kits; prototyped world encounters, enemies and quest content.
- Authored all design documentation: mapping systems, content and features.
- Co-led internal, stakeholder and pitch playtesting, and user research sessions to better support player motivations and playstyles and enhance product vision.

Skills: Board Game Design, Systems Design, Combat Design, Tabletop Simulator

EDUCATION

Carnegie Mellon University 2015-2019

Bachelor of Fine Arts/Digital Media

Minor in Game Design

SKILLS

Design

Gameplay Design / Board Game Design / Systems Design / Combat Design / Puzzle Design / UX Design / Scripting / Prototyping / Flowcharting / Info Viz / Wireframing / Storyboarding / Drawing / Teamwork / Communication

Software

Unreal Engine 5 / Unity / Tabletop Simulator / Maya / Microsoft Suite / Notion / Miro / Github / Plastic SCM / Perforce / Sourcetree / Jira / ClickUp / Abstract / Adobe Creative Suite / Figma / Sketch / Procreate

Platforms

PC / Console / Board Games / Mobile

Languages

English, native

Polish, native

French, proficient

Engagement

- Women in Games, Ambassador
- Global Shapers Warsaw Hub, Impact Officer and Project Lead
- Volunteer at game events: Devcom, Global Game Jam, LikeLike game gallery

UX Designer - What Should We Do (app) Nov 2019 - Oct 2021

[What Should We Do?](#) (New York City)

- Expanded initial design concept to an end-to-end design system for a travel and leisure mobile app.
- Designed the app's core concept: the search and filtering feature.

Skills: UX/UI Design, Adobe XD

Freelance Game Designer & UX/UI Designer

Carnegie Mellon University (Pittsburgh) Apr 2019 - Dec 2020

[Human-Computer Interaction Institute](#)

- **Lead Game Designer:** Led pre-production design and mentored 4-person design team for Bloomwood Stories: Block Party, a recognized transformational health literacy visual novel game.
- **Lead UX/UI Designer/Co-Producer:** Expanded design from initial concept to award-winning prototype of Frolic - a mobile app that encourages children aged 7-12 to engage in physically active play. Published to the iOS app store.

Entertainment Technology Center

- **Lead Game Designer:** Defined core mechanics for a racing game developed by a 23-person development team.

Skills: Game Design, UX/UI Design, Leadership, Unity, Figma

HONORS & AWARDS

GEE! Award, Finalist 2021

[James Paul Gee Learning Games Award](#)
for Bloomwood Stories: Block Party
video game

IGDA Velocity Award 2020

[International Game Developers Association \(IGDA\)](#)

Awarded to best up-and-coming people of marginalized genders in games

Shape of Health, 1st Place Winner 2020

[The Office on Women's Health](#)
for Frolic mobile game

BGD Challenge, Finalist 2019

[Board Game Design Lab](#)
for Solstice card game

University Honors 2019

[Carnegie Mellon University](#)

PERSONAL WORK

Board Game Designer - [Solstice](#)

Independent

Mar - Jun 2019

- Awarded Finalist/ Honorable Mention at the 2019 Board Game Design Challenge amongst 143 submissions for Solstice - a Solarpunk-inspired strategy card game.
- Co-designed core game mechanics, iterated and balanced cards, and developed visual design in a 2-person development team.

Skills: Board Game Design, Systems Design