

Marcin Chmurski

Senior Game Designer

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Professional Summary

Experience in working both on live products and those in production stage

Mobile free to play games are my main focus, but I'm open to explore other business models and platforms

During my work I touched many fields of game design, but my field of expertise is Live Game Operations and System Design

Tools

Claude Cowork/Code, Jira and Confluence, Google sheets, Miro, Figma, Microsoft excel, GIMP.

Skills

Live Game Operations, game design, creating documentation, great communication skills, knowledge of the mobile f2p market.

English – Upper Intermediate

Experience

ELYMPICS

Pengu Clash, Senior Live Ops Designer

August 2025 - present, REMOTE

- Creating, executing and iterating a Live Ops strategy, including monetization, rewards and social activations based on available data.
- System design - creating documentation for new in-game features and for iterations of old in-game features, planning of the roadmap with the CEO. Important features:
 - FTUE - Gameplay and Menu tutorial explaining important elements of the game.
 - Raffle - planned as a long term motivation system, where players get a chance to win big rewards depending on their engagement.

MURKA

Slots Era, Senior Game Designer

October 2022 - January 2025, REMOTE

- Creating and management of Daily Challenge system for Slots Era.
- CURR - increase in 3pp (Current User Return Rate week to week)
- NURR - increase in 3pp (New User Return Rate week to week)
- RURR - increase in 3pp (Returning User Return Rate week to week)
- Preparing documentation of new ideas and features
- Cooperating with the Studio Manager to develop game products

TEN SQUARE GAMES

Undead Clash, Game Designer

August 2021 - August 2022, WROCLAW, POLAND

- Creating and iterating ingame events for title in production phase

- Preparing documentation of new live ops features and concepts
- Working directly with Lead Game Designer to deliver live ops events and features aligned with game vision.

Fishing Clash China, Lead LiveOps Designer

August 2020 - August 2021, WROCLAW, POLAND

- Management of LiveOps events in Fishing Clash product for chinese market
- Planning and organisation of LiveOps events and offers for game release after acquiring the government licence.
- Supporting global Fishing Clash LiveOps Team

Fishing Clash, Live Ops Designer

June 2018 - August 2020, WROCLAW, POLAND

- Designing and creating tools for live ops management
- Analysing and optimization of the workflow of Live Ops team and its internal customers.
- Analysing and providing feedback on ingame events and offers designs.
- Preparing event and promotion designs

Let's Fish, Acting Product Owner and Lead Game Designer

September 2017 - June 2018, WROCLAW, POLAND

- Executing existing product development plan for both web and mobile apps
- Preparing new features documentation
- Planning sprint scopes

Let's Fish, Game Designer

January 2015 - September 2017, WROCLAW, POLAND

- Prepared documentation of new ideas and features
- Analysed the game data
- Planned actions, managed the corresponding resources
- Planned and brought to live events and promotions
- Managed the team with the aim to develop game products, events and promotions o schedule
- Cooperated with the Leader Game Designer to develop game products
- Balanced new and old ingame mechanisms

Education

Politechnika Łódzka / Postgraduate Studies

2012- 2013, ŁÓDŹ, POLAND

Human Resources Management/Personnel Administration, General

Uniwersytet Łódzki / Master's Degree

2010- 2012, ŁÓDŹ, POLAND

Pedagogy in the field of prevention and socio-cultural animation

Uniwersytet Łódzki / Bachelor Degree

2007- 2010, ŁÓDŹ, POLAND

Pedagogy in the field of art education

