



DANIEL PIECHOTA

QA SPECIALIST

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ABOUT ME

DevQA Specialist with 4+ years of experience focused on gameplay and systems design. Experienced in data-driven processes, analyzing gameplay telemetry and auditing progression systems to ensure quality and balance.

Having developed my skills outside traditional in-house QA pipelines I thrive on high autonomy, taking full ownership of my operations.

As a former FPS competitive player, I naturally bridge the gap between high-level player expectations and product requirements.

SKILLS

- Analytical and adaptive mindset, driving rapid mastery of new systems and mechanics
- Experienced with Unreal Engine, Perforce, JIRA and tools used in live development pipelines
- Proven fast, self-directed learner with a track record of exceeding role expectations and assuming broader responsibilities
- Specialized in identifying and exploiting gameplay strategies with deep awareness of burden of optimal play
- Extensive hands-on experience across shooters, RPGs, MOBAs and other major genres
- Fluent English (C1 level) both spoken and written

EXPERIENCE

QA Specialist

Lobah | 07.2025 – Present

- Execute functional, exploratory, regression and smoke tests across core features
- Collaborate directly with developers to identify design bottlenecks and balance improvements
- Prioritize and log player-facing issues directly impacting gameplay feel and user experience
- Prepare bi-weekly Game Performance reports
- Aggregate post-playtest feedback and bug reports
- Proactively provide feedback and implement solutions to improve daily workflows and playtest infrastructure

DevQA Specialist

People Can Fly | 03.2023 – 06.2025

- Tested and maintained progression systems for functionality; raised red flags and reported bugs to safeguard feature integrity
- Developed and maintained detailed QA test plans aligned with sprint goals and milestone deliverables ensuring systems stability
- Owned balancing gameplay abilities, from early-stage debugging to requesting missing balance levers and supporting features
- Ensured smooth feature delivery by identifying blockers, maintaining clear communication with developers and production
- Designed and maintained longevity matrices to guide game balance and support progression
- Acted as a proactive communicator and problem-solver across disciplines, contributing feedback and systemic solutions based on technical insight and occasionally implementing improvements directly
- Demonstrated deep knowledge of progression systems, game mechanics and debug tools
- Contributed from Vertical Slice to Beta stages, with strong grasp of production phases and development lifecycle

ACHIEVEMENTS

- 20+ years of active gaming experience with strong focus on competitive and live ops titles
- 2+ years competing at a professional level in the Battle Royale genre, earning over \$10,000 in total revenue
- Delivered an endless runner game project as part of a development plan (PCF as DevQA) in Unreal Engine 5 to increase my work proficiency

EDUCATION

Technical High School for Computer Science
Lubliniec | 2016–2019

HOBBIES

- Video games
- Cognitive science
- Technological innovations
- Competitive gaming and e-sport
- Streaming
- Various physical activities

EXPERIENCE

Junior Balance Tester

People Can Fly | 05.2022 – 03.2023

- Prepared feedback on weapons and gameplay to support iteration and balance adjustments
- Performed limit testing to detect edge cases and prevent exploits
- Analyzed and applied telemetry data to improve gameplay clarity and accessibility
- Co-designed Outriders Worldslayer post-launch balance changes
- Approached game from the end-user perspective to assess engagement and retention risks
- Created R&D documentation of emerging technologies to support future development

PROJECTS

Samla (PC)

- QA Specialist | Unreal Engine 5 (*In house QA*)
- *Battle Royale Hero Shooter*

AAA Gemini Project (PC)

- DevQA Specialist | Unreal Engine 5 (*Working independently*)
- *Unannounced*

Outriders Worldslayer (PC)

- Junior Balance Tester | Unreal Engine 4
(Excessively trained to test balance)
- Action RPG Looter Shooter