

ATLAS WERECIK

Shipped a AAA title under DICE at Electronic Arts' Battlefield Studios, exemplifying initiative and adaptability in a fast-paced agile environment. Passionate about cinematic gameplay that empowers player agency and delivers emotionally resonant, explorable worlds through intentional level design.

EMAIL
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WORK HISTORY

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Level Designer at DICE (EA Digital Illusions CE AB)

2025-01 - PRESENT

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BATTLEFIELD 6

- Supported refinement of a level during late-stage production under tight deadlines, improving flow, pacing, and contextual clarity.
- Conducted targeted analysis to identify design issues and propose actionable improvements.
- Supported multiple levels as a floating resource, assisting with design, implementation, and polish tasks.
- Scripted gameplay encounters and progression events to ensure engaging, coherent player experiences.
- Optimized playable spaces to meet precise layout, traversal, and gameplay requirements.
- Implemented tutorialization, introducing weapons and mechanics in a clear, contextualized way in a level.

EDUCATION

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Futuregames — Higher Vocational Diploma

GAME DESIGN

- Developed level design and storytelling skills through intentional worldbuilding and cinematic techniques, focusing on spatial design, framing, and emotional resonance uniquely enhanced by the interactivity of games.
- Led four game projects, enabling cross-disciplinary teams of 10–17 through all stages of agile development, backlog management, and iterative problem-solving.
- Built a strong foundation in level design methodologies, balancing gameplay flow, spatial layout, and player engagement.

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International Baccalurate — Diploma Programme

FILM AND PSYCHOLOGY

- Studied how cognitive and psychological factors drive clarity, emotional resonance, and intent in decision-making.
- Directed four student film productions, adapting to shifting needs while supporting crews of up to 15 in planning, collaboration, and on-set problem-solving.
- Practiced cinematography techniques to support emotionally clear storytelling through intentional visual choices and narrative alignment.

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State School of Music

SKILLS

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- Level Design, Worldbuilding. Prototyping, Cinematography, Storytelling, Encounter Design and Visual Scripting.

LANGUAGES

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- English - C2 (Native)
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- Polish - C2 (Native)
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- Swedish - C1

WORKSHOPS

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Voice acting

Video games, film and animation voice acting workshops at Studio PRL Poland, Studio Start International Poland, SDI Media Studio and Film Factory Studio.