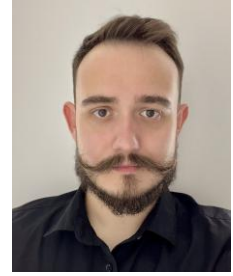


MAKSYM RUDEK

Producer & co-founder. Built a 12-person studio from scratch.
Shipped console/mobile titles partner-side to first-party and publishers.

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SELECTED HIGHLIGHTS

Produced and shipped a [Nintendo Switch game + DLC](#) with Qubic Games, taking the title through Nintendo first-party certification and submission.

Built and managed an [indie gamedev studio](#) from scratch and scaled it up to twelve team members.

Produced and shipped a [premium mobile game](#) on Google Play & App Store, featured on the Polish App Store (iOS).

Worked closely with Kwalee on multiple mobile prototypes during the hyper-casual boom, under very strict budgets & deadlines.

Negotiated crucial IT contracts and led organisational change at Risco as strategic consultant to the board.

EXPERIENCE

Risco Software sp. z o.o. - Strategy Consultant

October 2023 – February 2026

- Supporting the management team at a strategic level and to implement changes within the IT organisation.
- I was one of the two people responsible for creating company's new strategy that immediately helped the company save hundreds of thousand PLN by transforming it into a data-driven entity.
- I was an "informal" extension of the board of managers. I solved many different issues for the past two years. It's difficult to include all of them but those varied from HR, Business Development through Change Management and Strategy.

Indeep Studios sp. z o.o. - Co-founder, CEO

January 2019 – September 2023

- Successfully produced, submitted and published a Nintendo Switch game + DLC. We met all the deadlines/budget constraints and solved all certification issues without previous Switch experience.
- As a producer I negotiated all terms and conditions, coordinated whole production process, communication with publisher & Nintendo on our side meeting all requirements given by Qubic & Nintendo.
- During our cooperation with Kwalee I managed to create a quick and versatile process of fast prototyping and AD creations on time, within strict budget. I was responsible for all of the communication and flows between Kwalee and our team managing both sides' expectations and KPIs.
- Negotiated publishing deal, structured budgets, prepared tons of publishing materials, pitch-docs and staffing plans as well as contract terms for our prototypes and published games.
Average project budgets oscillated around 80-100k EUR and delivery time of ~6-12 months.
- As a co-founder I was responsible for designing our production, recruitment and operations processes. Built the studio's production pipeline from scratch e.g. setting up milestone planning, sprint structuring in JIRA, defined task flows across multiple domains (design, art, dev, QA) and scaled the team to twelve while keeping the delivery on schedule.

Moneykey sp. z o.o. - Co-founder, Head of Gamification

May 2022 – September 2023

- Co-founded Moneykey, won 100k PLN in a Ministerstwo Rozwoju i Technologii start-up idea competition, completed Unicorn Hub start-up acceleration programme.
- Pitched to investors and partners through the funding process. Made the deliberate decision to close the company when a governmental regulatory shift changed our business model viability.

Risco Software - Full-Stack Developer

January 2016 – December 2018

EDUCATION

Merito University in Poznań – Management: Junior Project Manager (Master's Degree in-progress)

Warsaw Film School – Video Game Production (bachelor's degree) - October 2016 – June 2019

LANGUAGES & OTHER

Polish: native · **English:** C1 · **Driving License cat. B** · **Favourite game:** Rimworld

I consent to the processing of my personal data contained in this application for the purposes of the current recruitment process, as well as for future recruitment processes, in accordance with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 (GDPR).