

## **Andrzej Ilczuk**

Andrzej Ilczuk - Chief Production Officer. Andrzej Ilczuk has been working in Ten Square Games since 2019. In his role as Business Owner he is responsible for the development of three titles published by the studio.

He has been working in the game dev industry since 2006. His career started in one2tribe, a Warsaw studio developing browser and mobile games. Subsequently, in 2010-2016, he successfully managed the product portfolio in the Berlin branch of Aeria Games GmbH. Since 2014, after the company was acquired by the ProSievenSat.1 group, he was responsible for managing products in the "post global launch" phase. From 2016 to 2019 he was Operational Officer at Smilegate GmbH. In 2019 he joined DECA Games GmbH where he was responsible for the operational area and broadly understood game development. He studied automation and robotics at Warsaw University of Technology.

Competences: Game development