JOZEF ŠKULTÉTY

Game Designer



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I'm a Game Designer with 4 years of experience working in a game studio as well as personal projects, focusing on Gameplay design while expanding into System, Level and Progression design. I enjoy solving challenges and I'm always looking to grow, both as a game designer and as a person.

Tools	Work history	
Unreal Engine		
GitHub	2021	Game Design, Level Design, Visual Scripting
Confluence		Personal Projects
Jira		Game Designer
Figma	2023 Current	QORPO S. R. O., Bratislava, Slovak Republic
Miro		
Microsoft 365	Portfolio	
Languages		
		Citizen Conflict
Slovak (native speaker)		https://store.epicgames.com/en-US/p/citizen-conflict-95e40e
English (fluent)		
•		AneeMate
		https://store.epicgames.com/en-US/p/aneemate-896b7e
		Personal Project (unreleased)
Education		
•		Theory of Digital Games Faculty of Mass Media Communication, University of Ss. Cyril and

Methodius, Trnava