Beata
Orlińska

LEVEL DESIGN INTERN

CONTACT

📞 +48 534 512 422

✉️ b.orlinska05@gmail.com

🌐 Portfolio

in /in/beata-orlinska/

ABOUT ME

I like to describe myself as a "renaissance woman in the making" because I'm always thrilled to gain new skills, even if they don't relate to anything I've done before. Game design found me in 2020 when my sister noticed it combined all my different passions, so I decided to give it a try. That September, I joined Lazy Coast Games, and in 2022, my activity in the organization earned me a place in the "Girls In the Game" program. Besides game design, I've been playing the piano for almost 10 years and singing since high school. I am a passionate roller-skater, LARP enjoyer, occasional theatrical actor, self-growth enthusiast, and - most importantly - a gamer.

EDUCATION

Akademia Górniczo-Hutnicza w Krakowie
Social Informatics
2024-2027

I Liceum Ogólnokształcące Dwujęzyczne im. Mikołaja Kopernika w Kołobrzegu
2020-2024

Państwowa Szkoła Muzyczna I stopnia w Kołobrzegu
Piano playing
2014-2020

EXPERIENCE

Mentee @ Girls In the Game (Dziewczyny w Grze)   2023-2024

CD PROJEKT RED / Perspektywy Women in Tech

"Girls In the Game" is a scholarship-mentorship program which is an introduction to a career in the video game industry. Out of over 1000 candidates each year, the best 20-22 are chosen. I gained one year of private weekly 1:1 mentorship with CDPR experts during which I've properly discovered Level Design and started working on my first projects in Unreal Engine 5.

Leader, Level & Gameplay Designer @ Cyber Sea 2024-present

Cyberiada game creation competition / Ministry of Digital Affairs

I am leading a team of 8 people for the Cyberiada competition. We are working on a 2.5D horror puzzle game about a lost turtle.
My responsibilities mostly include creating project documentation, and creating and iterating on levels made in Unity 3D.

Level & Gameplay Designer @ Purple Pig   2023-2024

After-hours team

Purple Pig is an indie studio consisting of 4 friends from the Girls in the Game! program. In June 2024 we've released our first game - COSMIC CAMpAigN.
I am responsible for the entire level designing process in the game: starting from gathering concepts, then creating and iterating on a block-out in Unreal Engine 5, and lastly collecting public domain assets and implementing them on the level. My responsibilities also include some gameplay and sound designing duties that correlate with the level design process.

Game Designer @ Lazy Coast Games

Youth indie game studio from Kołobrzeg   2020-2024

Lazy Coast Games is a youth (members aged 11-19) indie game studio founded by Adam Frankiewicz at RCK in Kołobrzeg. Thanks to that organization I have taken on game design. Alongside my teammates I have developed two projects: PYXIS (2021) and Derek (2022) in which I have worked mostly on creating and playtesting 2D levels.
In Derek I have additionally helped with the piano parts of the game soundtrack.

COURSES AND CERTIFICATES

16 ZTGK Competition - Special Award

Our Purple Pig team has been awarded by 11bit studios for creating COSMIC CAMpAigN

CAE - Certificate of Advanced English (Cambridge English)

Pass at Grade A | Score: 201/210 | CEFR Level: C2

Verification Number: C5039211

#Girls rule in Python! (by Girls Code Fun)

10 hrs of workshops about programming in Python followed by 6 mentoring sessions 1:1 over the course of 3 months related to a chosen field of work in IT (topics covered in my case - organisation techniques, self presentation and recruiting processes in IT)

LANGUAGES

- Polish - Native
- English - Advanced
- Spanish - Beginner/Comunicative

SKILLS & TRAITS

Game Engines

- Unreal Engine 5
    - ability to create and iterate on block-outs
    - basic acquaintance of Blueprints
- Unity
    - ability to create and iterate on block-outs
- Godot
    - 2D levels implementation

Software

- Tiled
- Miro
- GitHub Desktop
- Canva
- Slack
- Photoshop
- MS Office

Soft Skills

- Great communication skills
- Easily adapt to changes
- Always eager to learn
- Performative skills - happy to give presentations