



Panos Rriska

Designer and Programmer

Personal Details

Birthday : 9 November 1990

Nationality: Albanian

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Work Experience

- Technical University of Kosice.

July 2013 – August 2013

Role: Programmer(using C++ and Python)

Profile: Internship at the R&D Telecommunications Department about research and experimentation of Named Entity Recognition systems using C++ and Python.

- Cracov 1500

October 2013 - September 2014

Role: Game Designer, Programmer(Unity C#), UX, Level Designer

Profile: Music rhythmic mobile game based on a myth of Cracov.

- FragOut Studio

June 2014 - October 2014

Role: Programmer(Unity C#), UX, Designer

Profile: Responsible for creation of plug-ins, gameplay programming, controls.

- Superhot Team

October 2014 - Present

Role: Level Designer

Profile: Responsible for the level design. Scripting and pacing of gameplay events.

Gameplay mechanics design. Mentoring junior designer for the creation of prototype levels.

Awards/ Nominations/ Showcases

-Best Game Award (Titled: Mimus Dei) at the 6th Computer Games Creation Contest of Technical University of Lodz(ZTGK 2014)

-Nominations for the WGK Developers Showcase 2014 on 2 different games(Cracov 1500 and Sniper Tactical)

-Grakademia 4th edition showcase for the game Cracov 1500

-Festival of Comics and Games at Lodz showcase for the game Cracov 1500

Education

-University Of Macedonia, Thessaloniki(Greece) Sep 2009 - Oct 2010
Computer Science

-University Of Lodz Sep 2010- Sep 2011
Polish Language Course (with Scholarship)

-University of Technology Lodz Sep 2011- Feb 2015
Faculty: International Faculty of Engineering
Studies: Computer Science BA (in English Language)
Bachelor Thesis : "Non-Linear Game Level Design"

-University of Technology Lodz Feb 2015 - Sept 2016
Faculty: International Faculty of Engineering
Studies: Computer Science and Information Technology MSC (in English Language)
Master Thesis : "Interactive Non-Linear Storytelling in a Virtual Reality Environment"

Skills

Programming Languages : C /C++ /C# /Java /Python /Lua /HTML /Javascript

Code IDE and Repository tools: VS 2013, Eclipse, MonoDevelop, Svn, Git, Perforce

Game Engines/Frameworks/APIs: Unity3D, XNA, OpenGL, DirectX,

Multimedia Software: Photoshop, FL studio, Maya, Blender

Languages: Greek(Native),Albanian(Native), English(Proficiency), Polish(Very Good)

*I hereby agree for processing the following personal information strictly for recruitment purposes in accordance with the regulation regarding the protection data passed on the following date: 29.08.97r. Dz. U. nr 133 poz. 883