

# DOMINIK ČECH

## GAME DESIGN STUDENT

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### SUMMARY

A fourth year Game Design and Production student with an interest in quest and level design. Flexibility to learn new skills outside of working hours.

### SKILLS

- Current Culture
- Communication
- Creativity
- Reporting
- Team Work

### SOFTWARE

- Game Engines (Unity, UE4)
- Maya
- Substance Painter
- Wwise
- Reaper

### REFERENCES

References from university professors or previous employers can be provided if necessary

### WORK EXPERIENCE

#### Jr. Quality Assurance Tester

Bohemia Interactive | 2016 - 2017

- Games and military simulators
- QA of DayZ, Arma III and Arma: Cold War Assault
- Prague division of Bohemia Interactive

#### Professional Translator

Czechitas | 2017 - 2020

- Educates and prepares women for IT positions
- Translating legal documents, websites and newsletters

### EDUCATION HIGHLIGHTS

#### Gymnázium Sokolov

High School Graduation | 2003 - 2016

#### Czech Technical University (CTU)

Bachelor of Engineering (1st year) Traffic Engineering | 2016 - 2017

#### Abertay University

Bachelor of Arts (Hons) Game Design and Production | 2017 - 2021

### LANGUAGES

**Fluent:** Czech, English (CAE C1)

**Intermediate:** German