

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

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

Graduated | 2016

- English - A
- Czech - B
- Geography - B

Abertay University

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

LANGUAGES

Fluent: Czech, English (CAE C1)

Intermediate: German