

# DOMINIK ČECH

## GAME DESIGN STUDENT

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### SUMMARY

Game Designer with advanced knowledge of LLM, Unity and development structures and pipelines, particularly in Indie development.

### SKILLS

- LM AI
- Communication
- Creativity
- Reporting
- Team Work

### LANGUAGES

Fluent: Czech, English

Intermediate: German

### SOFTWARE

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

### REFERENCES

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

### WORK EXPERIENCE

#### Game Designer

GoodAI | 2021 - Present

- Unannounced project based on LLM AI NPCs
- Game Design consultant
- Sister company of Keen Software House

#### Professional Translator

Czechitas | 2017 - 2020

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

#### 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

### 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