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
- Photoshop
- HTML, CSS

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