Wiktor Kolakowski

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EDUCATION

CUNY BA, City University of New York

Game Programming & Design BA | Sept 2022 - May 2026
- In Hunter College's "Muse Scholar Program," a scholarship program to aid academically & artistically gifted students.
- Coursework split between CCNY's Gaming Pathways Department and Hunter College's Computer Science Department

EXPERIENCE

EGD Collective

Game Studio Program & Staff Member | Oct 2022 - Present
- **Design Producer** (2024-Present): Leading 25-person design team for 100-member mock-AAA studio project
- **Designer & Programmer** (2023-2024): Contributed to "Striking Hell" for mock-AAA studio
- **Exploration Program** (2022-2023): Developed "Refold" with a small team of four, winner of "Best Overall GSP Game"
- **Game Jams**: Created 6+ games, including "Joke's On You!" (Best Use of Theme, NYU Game Center GGJ)
- **Education**: Attended numerous lectures and events related to the games industry, including GDC

Staff Roles | Jan 2024 - Present
- **Special Programs Coordinator & Academic Advisor** (Aug 2024 - Present): Managing external partnerships and advising GSP students
- **Waffle Games Hospitality Lead** (Jan 2024 - June 2024): Trained and managed hospitality teams for EGD's annual games convention

Most Dangerous Games

Developer Intern | July 2024 - Aug. 2024
- Designed and implemented a comprehensive unit-testing foundation for "CapitalismCraft"
- Developed a series of test suites to ensure game stability and performance
- Assisted in ideating and implementing new game mechanics and events

IndieCade

Game Design Intern | June 2024 - July 2024
- Participated in Climate Game Jam, developing "Cornboy" under mentorship of industry professionals
- Led design, programming, and art direction for a team of two

Balldyseus

Solo Designer & Developer | Jan 2024 - Present
- Solo passion project in active development. Turn-based strategy game blending elements of billiards and Fire Emblem
- Responsible for all aspects: game design, programming, level design, documentation, and basic art.

Additional Experience

Game Design Youth Mentor Stint, Urban Arts Center's WYWYH Event | Aug. 2023
- Provided critical feedback and one-on-one support to emerging game designers

Barista, Starbucks | Sept. 2022 - Aug. 2023
- Developed strong teamwork and communication skills in a fast-paced environment

Short Film/Play Director & Actor | Sept. 2020 - May 2022
- Directed short films and plays, honing creative and organizational skills. won "One-Act Play" writing competition

SKILLS, INTERESTS, & WEBSITE

- **Hard Skills:** Game Design, Unity, C#, GitHub, Figma, C++, OOP, Python, HTML, Spreadsheets, Agile, Gamemaker, Production, Project Documentation
- **Soft Skills:** Leadership, Teamwork, Adaptability, Creative Problem-Solving, Project Management, Communication

- **Interests:** Board Games & Video Games, Music, Vinyl-Record Collecting, Literature, Hawaiian shirts, Flashy Ties, PC-building, TTRPGs, Film & Media