

## EDUCATION

### CUNY BA, City University of New York

*Game Programming & Design BA*

Anticipated May 2026

- In Hunter College's "Muse Scholar Program," a scholarship program to aid academically & artistically gifted students.
- Studying under City College's Gaming Pathways to study Game & Level Design, UX/UI Design, and Game Programming
- Also studying under Hunter College's Computer Science Department for more traditional computer science experience

## EXPERIENCE

### EGD Collective (NYC)

*Game Studio Program (GSP) Member*

Sept. 2022 - Present

- As a Game Studio Program Member at EGD Collective, I actively participate in developing video games, contributing to game jams, and attending networking events, and lectures.
- Led the production, design, and audio for 'Refold,' a platformer that won Overall Best GSP Game, and was featured at Unreleased Games Arcade and EGD's Waffle Games
- As part of EGD's mock-AAA team, I am currently working on 'Striking Hell' in both Game Design and Programming roles
- Worked on a variety of game-jams

*Balldysens (Solo Project)*

Jan. 2024 - Present

- A solo passion project of mine that's in active development
- Development has given me invaluable experience in many disciplines, from programming in Unity/C#, code patterns, system design, game design, playtesting/prototyping, art implementation, production, and the overall experience of wearing many hats to achieve my creative vision

*Waffle Games Hospitality Lead*

Jan. 2024 - Present

- Currently the lead for the Hospitality Team for EGD's Waffle-Games convention for June 2024
- This involves planning anything hospitality-related for the attendees of the event, from food, to trash, to signs, and more
- Also assisted in finding exhibitors, speakers, and sponsorships

*Global Game Jam 2024*

Jan. 2024

- Participated in 2024's GGJ at the NYU Game Center. Worked as the lead designer & programmer for my team.
- Our game "Joke's On You!" went on to win the "Best Use of Theme" award against 55 other teams at the location.

### Urban Arts Center's WYWH Event (NYC)

*Game-Design Youth Mentor*

Aug. 2023

- Following my presentation of "Refold" at the Unreleased Games Arcade, I was invited to mentor high school students at Urban Art Center.
- Provided critical feedback and guidance on their video games, offering one-on-one support to emerging game designers

### Starbucks (NYC)

*Barista*

Sept. 2022 - Aug. 2023

- Involved customer support, making drinks and food, and cleaning the store. Required strong teamwork & communication to ensure efficient and orderly production.

### Short Film/Play Director (NYC)

*Director & Actor*

Sept. 2020 - May. 2022

- Directed and acted in short films and plays, which encompassed screenplay writing, scene location management, permit organization, and cinematography. Successfully wrote, directed, and performed in a One-Act-Play for a school audience, demonstrating my creativity and leadership.

## SKILLS, INTERESTS, & WEBSITE

- **Skills:** Experience with Unity, Gamemaker, C#, C++, Python, Premiere Pro, Photoshop
- **Interests:** Board Games & Video Games, Music, Vinyl-Record Collecting, Murakami Novels, Hawaiian shirts, Ties, PC-building, Film
- **Portfolio Website:** <https://kolakowskiwiktor24.wixsite.com/wiktor-site>