

# MICHAŁ SROKA

GAME DESIGNER

+48 793 278 977

michal@sroka.me

www.sroka.me

## Experience

- 2017 - now  
Game Designer - Solid9 Studio  
Designing *Exorder* from the ground up. Doing all game design, level design, narrative design and scripting for the game.
- 2015 - now  
Translator - K&A Plus Magazine  
Translating editorials from Polish to English and being a general advisor to the magazine.
- 2015 - 2016  
Tour Guide - Museum of Computers and IT  
Guiding tours, maintaining equipment, attending various IT-related events.

## Education

- 2013 - 2016  
Bachelor of Arts - University of Silesia  
English Studies, spec. Design of Interactive Entertainment and Localization of Games and Software (SPRINT-WRITE).  
Bachelor's degree title: "Controller as a Performance Instrument. An Analysis of the Evolution of Rhythm Games Controllers."
- 2012 - 2013  
UKKNJA - University of Warsaw  
University College of English Language Teacher Education

## Skills

- Design  
Game mechanics design  
Designing game mechanics and ensuring that the vision of the game stays consistent throughout the production process.  
Level design  
Conceptualizing and creating levels in Unity and UE4.
- Writing  
Producing necessary texts  
Contributing to the game story, writing dialogues, translating, creating and maintaining required project documentation.
- Graphics  
Creating minor graphical assets  
Designing and creating minor graphical assets and UI mockups in Photoshop.

## Languages

- Polish  
Native
- English  
Proficient (C1) - English Studies Diploma
- Norwegian  
Intermediate (B1) - Official Norwegian Certificate