

# MICHAŁ SROKA

LEVEL/GAME DESIGNER

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## EXPERIENCE

- 2020 - now ○ Senior Level Designer - Kool2Play  
Doing level design work and managing the level design team for a twin-stick shooter *Uragun*.
- 2020 - now ○ [Part-time] Level Designer - Orchid Games  
Supporting the company as a part-time after-hours Level Designer for the game *Solitaire Dreams*.
- 2020 ○ Game Designer - DaftMobile  
Designing and improving *Legendary: Tactical Arena*. Doing design work on game mechanics, characters, balance and progression.
- 2018 - 2020 ○ Game Designer - Orchid Games  
Improving upon the overall balance and economy as well as designing levels and creating documentation.
- 2017 - 2018 ○ Game Designer - Solid9 Studio  
Designing *Exorder* from the ground up. Doing all the game design, level design, narrative design and scripting for the game.

## SKILLS

- Design ○ Level design  
Creating levels from a concept, through a whitebox to their final fully scripted and iterated-over state.
- Game design  
Designing game mechanics and ensuring that the vision of the game stays consistent throughout the production process.
- Tech ○ Unity and Unreal Engine  
Comfortably getting around in both Unity 2017+ as well as in Unreal Engine 4. Some FlowCanvas and Bleprints knowledge.
- Management ○ Team management  
Managing the level design team by planning the day-to-day tasks and feedbacking the work in JIRA and Confluence.

## EDUCATION

- 2013 - 2016 ○ Bachelor of Arts - University of Silesia  
English Studies, spec. Design of Interactive Entertainment and Localization of Games and Software (SPRINT-WRITE).

## LANGUAGES

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