

MICHAŁ SROKA

GAME DESIGNER

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EXPERIENCE

- 2020 - now ○ 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 game's 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.
- 2018 - 2019 ○ Game Designer - Kool2Play
Contract part-time work: doing game, level and narrative design for unannounced projects.

SKILLS

- Design ○ Game mechanics design
Designing game mechanics and ensuring that the vision of the game stays consistent throughout the production process.
- Level design and visual scripting
Conceptualizing and creating levels in Unity and UE4.
- Writing ○ Narrative design and documentation
Contributing to the game story, writing dialogues, translating, creating and maintaining required project documentation.

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

LANGUAGES

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