

# MICHAŁ SROKA

## GAME DESIGNER

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## 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.

## 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 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.
- Graphics ○ Creating minor graphical assets  
: Designing and creating minor graphical assets and UI mockups  
: in Photoshop.

## 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