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.

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, 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