

# MICHAŁ SROKA

## LEVEL DESIGNER

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## EXPERIENCE

- 2022 - now ○ Level Designer - Incuvo (PCF)  
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Designing, scripting and overseeing the whole level creation process, as well as porting from UE3 to UE4 for *Bulletstorm VR*.
- 2020 - 2022 ○ Senior Level Designer - Kool2Play  
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Doing level design work and managing the level design team for a twin-stick shooter *Uragun*.
- 2020 ○ Game/Level Designer - DaftMobile  
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Designing and improving *Legendary: Tactical Arena*. Doing design work on game mechanics, levels, balance and progression.
- 2018 - 2020 ○ Game/Level Designer - Orchid Games  
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Improving upon the overall balance and economy as well as designing levels and creating documentation for *Solitaire Dreams*.
- 2017 - 2018 ○ Game Designer - Solid9 Studio  
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Designing *Exorder* from the ground up. Doing all the game design, level design, narrative design and scripting for the game.

## SKILLS

- Design ○ Level design  
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Creating levels from a concept, through blockout all the way to their final fully scripted and iterated-over state.
- Tech ○ Unreal Engine and Unity  
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Comfortably getting around in Unity and Unreal Engine 4 with Blueprints and FlowCanvas knowledge.
- Management ○ Team management  
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Managing the level design team by planning the day-to-day tasks and feedbacking the work (JIRA, Confluence, Miro).

## EDUCATION

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

## LANGUAGES

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