MICHAŁ SROKA

LEVEL 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