

# 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.  
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- 2015 - now ○ **Translator - K&A Plus Magazine**  
: Translating editorials from Polish to English and being a general  
: advisor to the magazine.  
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- 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.  
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: **Level design and scripting**  
: Conceptualizing and creating levels in Unity and UE4.  
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- Writing ○ **Producing necessary texts**  
: 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."  
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- 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**