

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.
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- 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**
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- English ○ **Proficient (C1) - English Studies Diploma**
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- Norwegian ○ **Intermediate (B1) - Official Norwegian Certificate**