



Radostaw Suduł

Game Designer and Programmer

PERSONAL INFO

Brylewo, Poland

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rsudul.github.io/mentorportfolio

LANGUAGES

Polish - native

English - fluent

SKILLS

Game Design

Gameplay systems and implementation



Narrative design and writing



Design documentation



Editors

Unity



Unreal Engine 4



Programming

C/C++



C#



Java



HTML and CSS



Software

Visual Studio



Microsoft Office



Photoshop



EXPERIENCE

▪ Bauer Media Group - Associate editor at CD-Action (2012-2013)

Wrote a number of video game previews at request.

EDUCATION

▪ John Paul II Catholic University of Lublin (2012-2015)

Bachelor's degree in Computer Science with minor in programming.

▪ Zespół Szkół Rolnicze Centrum Kształcenia w Przemysle (2009-2012)

High School diploma.