



# 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

### ▪ Hussar Games - Programmer (2014)

Worked on a post-apocalyptic RPG in Unreal Engine 4 as programmer. Coded dialogue system, inventory and combat amongst other.

### ▪ 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.