

MICHAŁ SROKA

LEVEL DESIGNER

+48 793 278 977

www.sroka.me

michal@sroka.me

EXPERIENCE

- 2022 - now ○ Senior Level Designer - Incuvo (People Can Fly)
Designing, scripting and overseeing the whole level creation process, as well as porting from UE3 to UE4 for *Bulletstorm VR*.
- 2020 - 2022 ○ Senior Level Designer - Kool2Play
Managing the level design team and doing level design work for a twin-stick shooter *Uragun*.
- 2020 ○ Game/Level Designer - DaftMobile
Designing and improving *Legendary: Tactical Arena*. Doing design work on game mechanics, levels, balance and progression.
- 2020-2025 ○ [Part-time] Level Designer - Orchid Games
Creating and balancing levels for *Solitaire Dreams*.
- 2018 - 2020 ○ Game/Level Designer - Orchid Games
Improving upon the overall balance and economy as well as designing levels and creating documentation for *Solitaire Dreams*.
- 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 blockout all the way to their final fully scripted and iterated-over state.
- Tech ○ Unreal Engine and Unity
Comfortably getting around in Unity and Unreal Engine with Blueprints and FlowCanvas knowledge.
- Management ○ Team management
Managing the level design team by planning the day-to-day tasks and feedbacking the work (JIRA, Confluence, Miro).

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