

MICHAŁ SROKA

LEVEL DESIGNER

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EXPERIENCE

- 2025 - now ○ Lead Level Designer - UserWise
: **Fruit Ninja Adventures** - establishing LD production pipeline,
: recruiting and managing the team, crafting 100+ levels for the game.
- 2022 - 2025 ○ Senior Level Designer - Incuvo (People Can Fly)
: **Bulletstorm VR** - designing, scripting and overseeing the whole level creation
: process, as well as porting from UE3 to UE4.
: **Tracked: Shoot to Survive** - level design and scripting in Unity.
- 2020 - 2022 ○ Senior Level Designer - Kool2Play
: **Uragun** - managing the level design team, establishing level design pipelines
: as well as creating levels for the game.
- 2020 ○ Game/Level Designer - DaftMobile
: **Legendary: Tactical Arena** - crafting game mechanics, levels, as well as
: taking care of the game economy and balance.
- 2020-2025 ○ [Part-time] Level Designer - Orchid Games
: **Solitaire Dreams** - creating and balancing over 1000+ levels for the game.
- 2018 - 2020 ○ Game/Level Designer - Orchid Games
: **Solitaire Dreams** - improving the overall balance and economy as well as
: designing levels and creating documentation for the game.
- 2017 - 2018 ○ Game Designer - Solid9 Studio
: **Exorder** - designing the game 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).

LANGUAGES

- Polish ○ Native
- English ○ Proficient (C1) - English Studies Diploma
- Norwegian ○ Intermediate (B1) - Official Norwegian Certificate