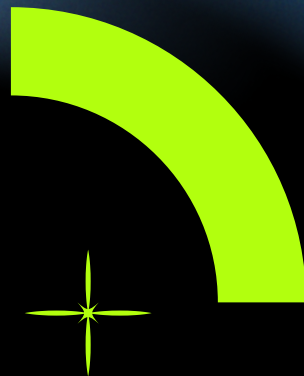




TOMASZ CIUK

JUNIOR GAME DESIGNER JUNIOR LEVEL DESIGNER/ART

I AM A BEGINNER GAME AND LEVEL DESIGNER WITH THREE YEARS OF NON-COMMERCIAL EXPERIENCE GAINED WHILE CREATING ROLE PLAY SERVERS ON THE GOTHIC 2 ONLINE PLATFORM, WHICH IS A MOD FOR GOTHIC 2: NIGHT OF THE RAVEN. RECENTLY TRYING TO ENTER THE COMMERCIAL PART, I PARTICIPATED IN 4 PROJECTS AND TOOK PART IN FOUR GAME JAMS, INCLUDING TWO AS A MENTOR.



WORK EXPERIENCE

D2QUBE - WORK

FEB. 2024 - SEP. 2024

CREATING YOUR OWN FORTNITE MAPS AND FOR CLIENTS. DO THIS NOW MY TASK WAS FOLLOWS:

- PLANNING YOUR OPPONENTS' **ROUTES**
- CREATE A **LEVEL CARD**
- **BALANCING** ENEMY STATISTICS, WEAPON PRICES AND THE AMOUNT EARNED BY PLAYERS
- **MANAGING** THE WORK OF LEVEL ARTISTS

INDIE GAMES STARTER - PRACTICES

MAY 2023 - MAY 2024

CREATING A 2.5D ROGUE LIKE GAME. MY TASKS LOOKED LIKE THIS:

- CREATING REGULAR LEVELS USING TILE MAPS
- CREATING AND PLANNING A FIGHT WITH A BOSS ALONG WITH HIS LEVEL
- CREATING PLAYER TRAP DESIGNS

ECHO OF NIGHTFALL - STUDENT PROJECT

FEB. 2024 - TILL NOW

A STRATEGIC PIRATE GAME THAT IS ALSO AN ENGINEERING WORK. CREATED BY A FOUR-PERSON TEAM. MY DUTIES INCLUDED:

- TASK AND SPRINT MANAGEMENT WITH SCRUM METHODOLOGY
- DRAWING A PLAN FOR THE DISTRIBUTION OF ISLANDS, RAW MATERIALS, SHIPS ROUTES
- DESIGNING RESOURCE, COMBAT, TRADE MECHANICS - CREATING A LEVEL BLOCKOUT AND FURTHER DISASSEMBLING ENVIRO
- CUSTOMIZING THE OPERATION OF THE MECHANICS AND THE ENVIRONMENT

MODDING IN GOTHIC MULTIPLAYER

MAY 2020 - SEP. 2023

I PARTICIPATED IN MANY MULTIPLAYER PROJECTS. MY TASKS AS FOLLOWS:

- DISASSEMBLING ENVIRO ELEMENTS
- PLANNING AND CREATING A MAP DIVIDED INTO ZONES FOR PLAYERS.
- DEVELOPING AND BALANCEING THE SERVER ECONOMY

CONTACT

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LINKEDIN.COM/IN/TOMASZ-CIUK

CRACOW, POLAND

SKILLS

UNITY

EXPERIENCE IN **CREATING BLOCKOUT** USING **PROBUILDER**

COMBINING **SCRIPTS** AND **OBJECTS** IN THE ENGINE.

ARRANGING AND OPTIMIZING **VIST**.

C# BASIC

2D

CREATING A **LEVEL LAYOUT**

PLANNING THE **PLAYER'S PATH**

CREATING A LEVEL CARD

UNREAL EDITOR FOR FORTNITE

CREATING A **LANDSCAPE**

PROJECT MEMORY OPTIMIZATION

SOFTWARE

EXPIERENCE WITH **GIT HUB**

CREATION DESIGN IN **NOTION**

ECONOMIC BALANCE IN **EXCEL**

MENAGING TASK IN **SCRUM PROGRAM**

LANGUAGES

POLISH - NATIVE

ENGLISH - INTERMEDIATE B1 LEVEL

EDUCATION

HIGHER SCHOOL OF ECONOMICS AND COMPUTER SCIENCE (WSEI) IN CRACOW

COMPUTER GAMES AND MULTIMEDIA PROFILE

OCT. 2021 - TO PRESENT

WYRAŻAM ZGODĘ NA PRZETWARZANIE DANYCH OSOBOWYCH ZAWARTYCH W NINIEJSZYM DOKUMENCIE DO REALIZACJI PROCESU REKRUTACJI ZGODNIE Z USTAWĄ Z DNIA 10 MAJA 2018 ROKU O OCHRONIE DANYCH OSOBOWYCH (DZ. USTAW Z 2018, POZ. 1000) ORAZ ZGODNIE Z ROZPORZĄDZENIEM PARLAMENTU EUROPEJSKIEGO I RADY (UE) 2016/679 Z DNIA 27 KWIEŃNIA 2016 R. W SPRAWIE OCHRONY OSÓB FIZYCZNYCH W ZWIĄZKU Z PRZETWARZANIEM DANYCH OSOBOWYCH I W SPRAWIE SWOBODNEGO PRZEPŁYWU TAKICH DANYCH ORAZ UCHYLENIA DYREKTYWY 95/46/WE (RODO).