



PIOTR SOSKA

GAME & NARRATIVE DESIGNER

DETAILS

-  Raciborska 20/44,
30-384 Kraków
-  piotr.soska@gmail.com
+48 505686497
-  [LinkedIn Profile](#)

MY GAMES & PROJECTS

[Tracked: Shoot to Survive](#)
[ZOO Simulator](#)
[Fire & Flames](#)
[Mission One](#)
[Star Heroes](#)
[Fishkeeper](#)
[My Father My Son](#)
[Jet Kave Adventure](#)
[Castle of Heart](#)
[Grim Legends 3: The Dark City](#)
[The Dreamatorium of Dr. Magnus 2](#)
[Eventide: Slavic Fable](#)
[Royal Trouble: Honeymoon Havoc](#)
[GRAVEN The Purple Moon Prophecy](#)

SKILLS

- Game Design
- Level Design
- Unity 3D
- Unreal Engine 4/5
- Adobe Photoshop
- Figma
- GIT repository (tortoise GIT, Sourcetree, GITLab, GIT Hub)
- UX Design
- Team Management
- Programming (C++, C#)

HOBBY

-  Video games, game design, game industry, reading books, gym, swimming, movies, travelling

PORTFOLIO

-  [Check out my portfolio](#)

EMPLOYMENT HISTORY

VR UX Designer, Giant Lazer Sp. z o.o., Wrocław

July 2026 (Project-based Contract)

Creating a coherent gameplay vision for a VR training project, collaborating with the client, creating UI assets in Figma.

Lead Game Designer, Litio Games, Istambul, Turkey

October 2025 - December 2025

Designing the horror game Paraxima for Unreal Engine 5, creating design documentation, research.

Game/Narrative Designer, INCUVO S.A., Katowice

August 2024 - October 2025

Designing the game Tracked: Shoot to Survive, narrative design and creating a coherent view of the project. Parameterization of gameplay using Unity engine tools.

University Teacher, Jagiellonian University, Kraków

March 2023 - March 2025

Teaching a course on UX/UI design and level design at the Jagiellonian University.

University Teacher, AGH University of Krakow, Kraków

October 2023 - March 2025

Teaching a course on "Video Game Production From Idea To Implementation" at the AGH University of Krakow.

Creative Director, 4Experience sp. z o.o, Bielsko-Biała

November 2021 - January 2024

Designing games and apps, and creating a coherent view of projects, advising on game and level design, project management, managing the work of the department, keeping designers' skills up to date, and liaising with clients.

Creative Director, Blinkclick Games sp. z o.o, Kraków

July 2019 - November 2021

Designing games and creating a coherent view of projects, consulting on game and level design for third party clients, project management, representing the company at business meetings and exhibitions, marketing and PR. Creation of game prototypes: Fishkeeper and My Father My Son.

Game Designer, 7Levels S.A., Kraków

November 2016 - July 2019

Designing games and creating a coherent view of projects, implementing the gameplay using Unity 3D Engine, balancing game mechanics, level design, creating story and narrative design, project management for projects like: Castle of Heart and Jet Kave Adventure.



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PIOTR SOSKA - PAGE II

GAME DESIGNER

EMPLOYMENT HISTORY (PAGE II)

Level Designer/Game Designer, Artifex Mundi S.A., Katowice
July 2015 - July 2016

Level design and scripting for adventure games for mobile and PC,
technical support for third party companies, gameplay and story
design for game prototypes.

Level Designer, LUA Scripter, Orchid Games S.A., Warszawa
November 2013 - March 2015

Level design and gameplay programming for mobile games such as
GRAVEN The Purple Moon Prophecy, **Royal Trouble: Honeymoon**
Havoc.

EDUCATION

Jagiellonian University, Kraków
Bachelor's degree, Master's degree, October 2007 - September 2012

Applied Computer Science, specialization: **Video Games**
Development