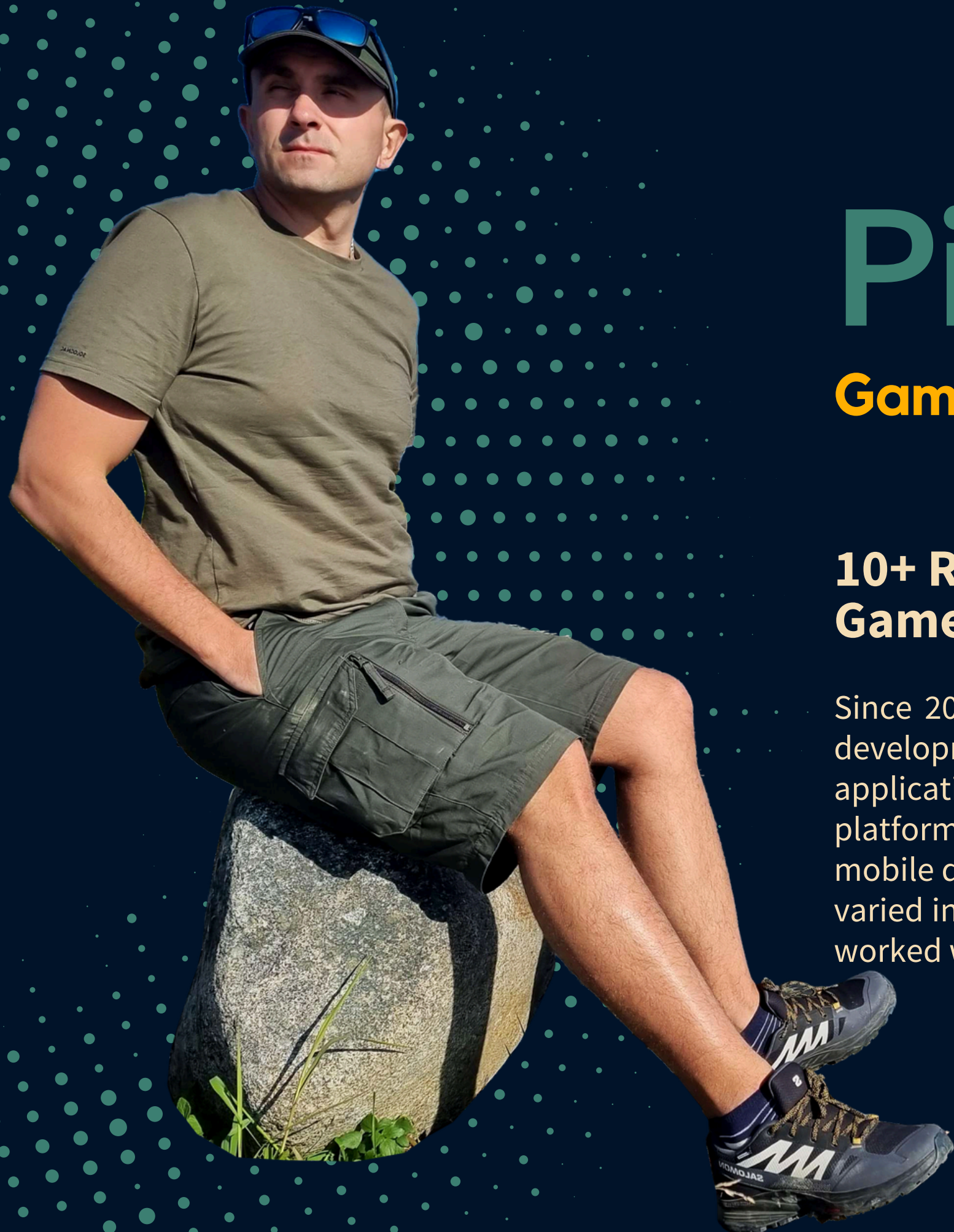




Piotr Soska

Game Design Portfolio

10+ Released Games

Since 2013, I have contributed to the development of several games and applications across multiple platforms, including PC, consoles, mobile devices, and VR. These projects varied in both scope and budget, and I worked with teams of different sizes.

13 Years of Experience

I have been working in game development as a game designer since 2012. Over the years, I have held roles including Level Designer, Lua Scripter, Game Designer, Narrative Designer and Creative Director. I have worked with Unity, Unreal Engine 4, and a variety of proprietary in-house tools.



MY PROJECTS

2013 - Now



Incuvo, People Can Fly 2024 - 2025

Genre: action adventure, survival **Platforms:** Oculus Quest 3

TRACKED: Shoot to Survive



TRACKED: Shoot to Survive

I worked on the project as both a game and narrative designer. I defined the plot of the entire game, from the opening scene through to the development of plotlines and character arcs, and on to the emotional midpoint and finale. I wrote the dialogue, the notes for players to collect and read, and the item descriptions.

At the same time, I designed some of the game's mechanics, including those relating to survival, combat, travel and narrative. I also implemented and balanced these mechanics within the game.

ZOO SIMULATOR

Game Direction

In the Zoo Simulator project, I was responsible for defining the project's creative direction. I created design documentation, established the game's core pillars and gameplay loops, and managed the design team. I defined tasks, oversaw their implementation, and balanced gameplay mechanics using Unity.



7Levels 2018 - 2019

Genre: action platformer, Platforms: NS, Xbox, PC Windows

[Jet Kave Adventure on Steam](#)



Jet Kave Adventure

As the sole Game Designer on the project, I worked as a generalist, taking responsibility for game design, gameplay systems, level design, and overall player experience. I created game design documentation, defined features and tasks, tuned gameplay mechanics in Unity, and developed level mock-ups. I also co-created the game's story, world, setting, and atmosphere. Additionally, I defined enemy designs and supervised their implementation from concept art through to final integration.

Jet Kave Adventure is an AA platformer originally released for Nintendo Switch and later ported to PC and Xbox. The game has received Very Positive reviews on Steam.

7Levels 2016 - 2017

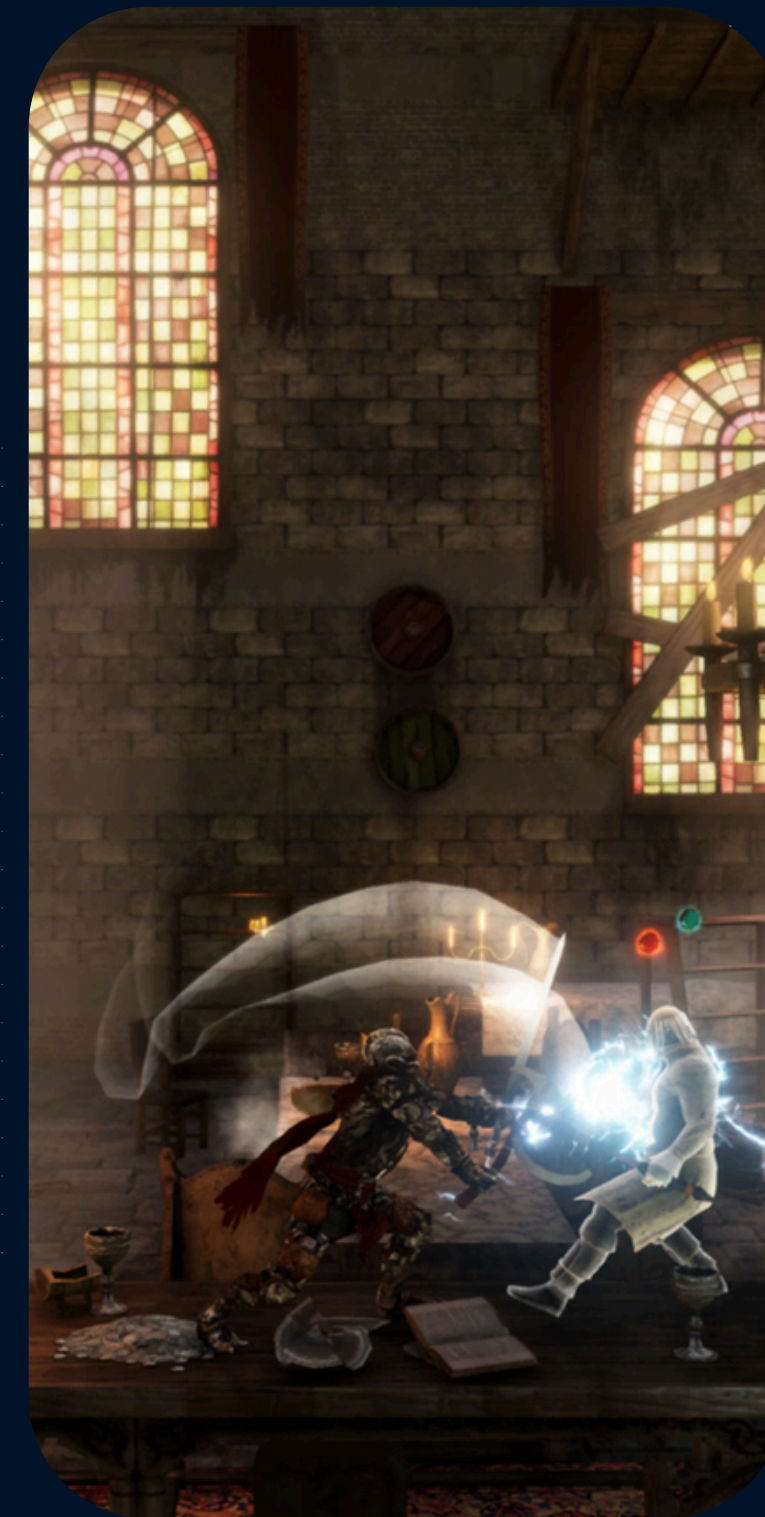
Genre: action platformer, Platform: NS
[Castle of Heart in Nintendo E-shop](#)



Castle of Heart

As the sole Game Designer on the project, I worked in a generalist role from the initial concept through to the game's release on Nintendo Switch. I was responsible for the creative vision of the game, including gameplay systems, mechanics, level design, world-building, setting, and narrative. I also reviewed and approved all in-game assets to ensure consistency with the project's creative direction.

Despite receiving mixed reviews from critics, the game built a loyal player community and sold over 300,000 copies.



STAR HEROES

LEAD DESIGN

During the early stages of the project, I managed a team of three designers. I was responsible for reviewing their work, defining the team's scope, assigning tasks, and providing both technical and design support. I also helped prototype and implement gameplay mechanics in Unity and collaborated with the client to define the project's design requirements.

Star Heroes is a competitive space shooter featuring an NFT-based in-game economy. The game is currently in beta.





Mission One

Mission One is a VR training application for Oculus Quest 2 designed to develop teamwork and communication skills. Participants take on the roles of submarine and helicopter crew members in an asymmetric multiplayer experience, where each player has access to different information and abilities. By communicating effectively, they must work together to complete a variety of objectives, such as rescuing survivors and recovering valuable technology.

On this project, I was responsible for implementing and tuning gameplay systems in Unity, defining tasks for the development team, and working closely with the client to ensure the application met both gameplay and training objectives. Mission One has been successfully used by businesses as a training and coaching tool.



Fire & Flames

Fire & Flames is a VR training platform for firefighters that allows users to practice emergency response procedures, including firefighting, vehicle extrication, hazardous materials response using a remotely operated robot, and training on a VR treadmill.

My primary responsibility on the project was designing a complex fire simulation system based on the principles of thermodynamics. The system simulated heat transfer between cells and objects, ignition, smoldering, combustion, fire and smoke propagation, as well as interactions with water and cooling. It was designed to provide a realistic and dynamic simulation suitable for professional firefighter training.

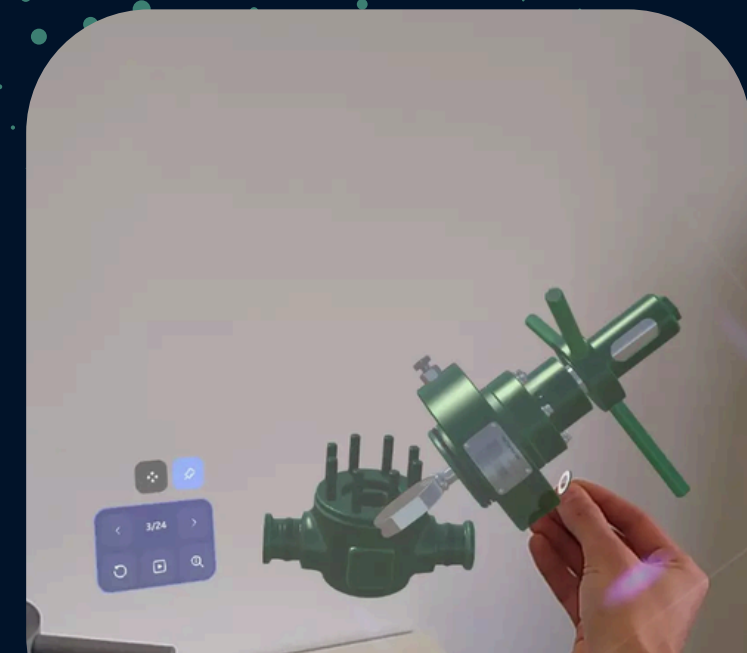
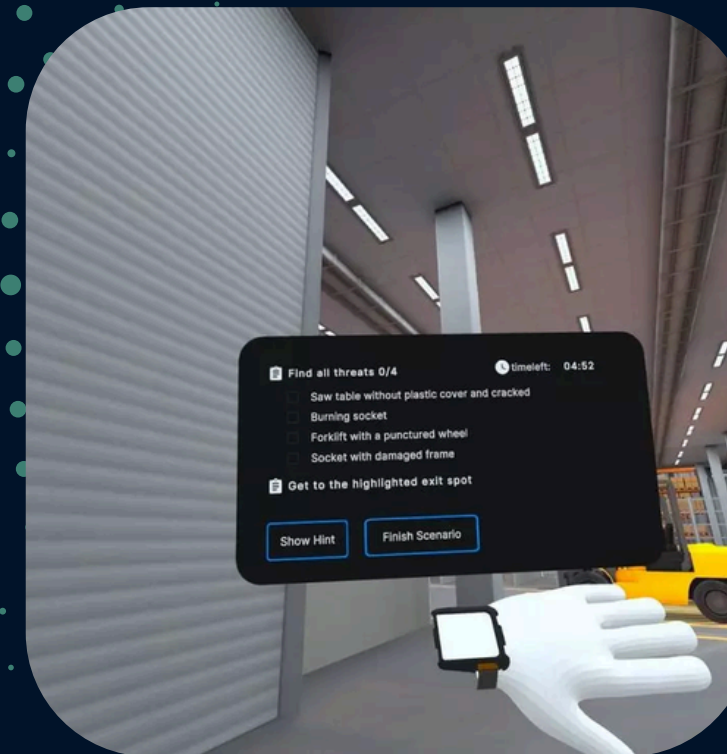
I was also responsible for reviewing the work of other designers, creating design documentation, and providing ongoing design support throughout the project.

4Experience - Creative Direction

From November 2021 to January 2024, I served as Creative Director at 4Experience, leading the Game Design department of up to six designers.

My responsibilities included managing the department, improving design processes, recruiting and mentoring designers, developing competency and promotion frameworks, reviewing design work, collaborating with clients, estimating new projects, assigning resources, and working closely with the executive board and other department leads to define the creative direction of projects.

During this time, I contributed to the development of more than 10 games and interactive applications across VR, AR, PC, and mobile platforms.



Blinkclick Games

In 2019, together with my business partners, I co-founded Blinkclick Games, an independent game development studio specializing in contract work, including game development, gameplay mechanics, asset creation, and trailers. The studio grew to a team of five people and developed two original game prototypes: Fishkeeper and My Father My Son. Although neither project reached full production, they provided valuable experience in building games from concept to prototype. We primarily worked with Unreal Engine 4.



ARTIFEX MUNDI

Level Designer

At Artifex Mundi, I worked as a Level Designer on Grim Legends 3: Dark City and contributed to the mobile port of The Dreamatorium of Dr. Magnus 2. I also supported other development teams by helping them use the company's internal tools, contributing to projects such as Eventide: Slavic Fable.

Artifex Mundi 2015 - 2016
Genre: HOPA, Platforms: Android, iOS, PC Windows, console
Grim Legends 3: Dark City on Steam
The Dreamatorium of Dr. Magnus 2 on App Store
Eventide: Slavic Fable on Steam



GRAVEN The Purple Moon Prophecy

My first shipped project was a hidden-object puzzle adventure (HOPA) game, where I worked as a Level Designer responsible for implementing gameplay using the company's in-house tools and the Lua scripting language.



Royal Trouble: Honeymoon Havoc

The second HOPA game I worked on was as a Level Designer. I was responsible for implementing nearly all of the gameplay using the company's in-house tools. I also had the opportunity to contribute to programming by developing one of the game's mini-games.

University teacher

01

UX/UI

I taught a UX/UI Design course at the Jagiellonian University for three semesters. During the lectures, I introduced students to UX/UI design principles and the process of implementing user interfaces in Unity.

02

Level Design

I taught a Level Design course for students of Video Game Informatics at the Jagiellonian University for two semesters. The course covered both Level Design and Level Art, from level planning and gameplay flow to visual composition and environmental storytelling.

03

Video game from idea to implementation

I taught an introductory course on Game Design and Game Production at AGH University of Science and Technology for two semesters. The course introduced students to the fundamentals of game development, covering key concepts, production processes, and the roles involved in creating video games.



Skills & Abilities

- 🪐 **Unity 3D - expert level, UE4 – Intermediate**
- 🪐 **Leading design teams – very good**
- 🪐 **Game Design Theory, Level Design, UX – expert**
- 🪐 **Narrative Design, writing – very good**
- 🪐 **Adobe Photoshop, Figma – very good**
- 🪐 **GIT (tortoise GIT, Sourcetree, GITLab, GIT Hub) – good**
- 🪐 **Communication, soft skills – very good**



Collaboration

employment, B2B + freelance

- Available for full-time positions (B2B or permanent employment).
- Freelance work is also welcome, including game testing, design reviews, gameplay implementation in Unity, and consulting.

Senior GD Lead GD

- I'm seeking Senior Game Designer or Narrative Designer opportunities.
- I'm a generalist Game Designer with experience across game design, level design, narrative design, and technical design.

Game Dir Creative Dir

- I'm also open to leadership and management roles, where I can lead teams and help shape the creative direction of projects.

LET'S WORK TOGETHER

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 [My LinkedIn](#)

