Panajoti Rriska

Level Designer

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EXPERIENCE

SUPERHOT Sp. z o.o., Lodz — Level Designer

October 2014 - PRESENT

Responsible for designing and building levels. From level layouts on paper to final release. Designing and creating gameplay events(flow, narrative scenes, objectives, enemy placement, animation events) by using scripting/programming knowledge and the game engine tools. Asset placement and dressing of levels in collaboration with the Art team.

fragOut Studio, Lodz — Game Designer/Programmer

May 2014 - September 2014

Responsible for writing gameplay scripts, tools using C# and Unity. Design and polish of gameplay mechanics.

Lodz Film School(PWSFTviT), Lodz — Game Designer/Programmer

November 2013 - July 2014

Working on the Cracow 1500 project (Mobile music game for Android and IOS) . Responsible for gameplay programming , UI, and touch controls, camera movements.

EDUCATION

University of Technology, Lodz — Bachelor's degree

September 2011 - September 2015

Computer Science BA (in English Language)
Bachelor Thesis : "Nonlinear Game Level Design"

University of Technology, Lodz — Master's degree

September 2015 - February 2016

Computer Science and Information Technology MSC (in English Language)
Master Thesis : "Interactive Non–Linear Storytelling in a Virtual Reality Environment"

SKILLS

Level Design, Game Design, C#, Unity, Unreal, Photoshop, Maya

AWARDS

20th D.I.C.E. AWARDS Immersive Reality Game of the Year (Superhot VR)

2016 SXSW GAMER'S VOICE AWARD BEST SINGLE PLAYER (SUPERHOT)

Best VR Experience IGN 2017(SUPERHOT VR)

Best Game in ZTGK 2014 contest (Mimus Dei)

LANGUAGES

English, Greek, Albanian, Polish