

Panos Rriska

Level Designer

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EXPERIENCE

People Can Fly, Warsaw — Level Designer

March 2018 - PRESENT

- Full Ownership of 3 levels in Main Campaign
- Designed the current combat manager system for scripting combat for the LD Team
- Creation of map layout, non combat routes and arena layouts including cover pass
- Scripting of combat scenarios, arena mechanics and non combat events
- Scripting of main quest and side quest
- Documentation and tutorial creation for usage of various systems connected with combat scripting for LD Team
- Optimization of levels and scripting for PS4 and Xbox One

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

October 2014 - March 2018

- 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.
- Created the spawn enemy system on endless challenge mode for VR
- Combat scripting of main campaign levels for PC version and VR
- Training of Junior Level Designers

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.

SKILLS

- Level Design
- Game Design
- Combat Design
- C# scripting
- Unity3D
- Unreal Engine
- Blueprint scripting
- Photoshop
- Basic Maya

Work Experience

- **Outriders** : Third person coop (up to 3 players) shooter with RPG elements.
Multiplatform
Release Q4 2020

- **SuperHot MCD** : FPS
Multiplatform
Released 16 July 2020

- **SuperHot VR** : FPS VR
Multiplatform
Released 5 December 2016

- **SuperHot** : FPS
Multiplatform
Released February 25, 2016

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"

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

LANGUAGES

- Greek -Native
- Albanian - Native
- English - Fluent
- Polish - Basic

*I hereby agree for processing the following personal information strictly for recruitment purposes in accordance with the regulation regarding the protection data passed on the following date: 29.08.97r. Dz. U. nr 133 poz. 883