Sergiusz Stein
Junior UX Designer

Summary

I'm a Positive, Passionate and Creative person who's always trying to find fun and joy in the smallest of things.

As a Game Designer I aim to Create Games that Click into the Minds of Players and Fill them with Happiness. To achieve that I want to Learn from the Best Experts in the Industry.

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in linkedin.com/in/sergiuszstein

Experience

Self Publishing
Game Developer on Going Dark

Jan 2024 – (Ongoing)
I am currently Developing and Releasing my own video game on Steam with a Free Demo already available.

Silent Factory
Game Design & UX Intern on Red Metal

Jan 2024 – Aug 2024
During my internship at Silent Factory my responsibilities included contributing to the Overall Design of Red Metal and more precisely UX/UI Design and Implementation of Features in Engine.

Game Projects
Game Developer

I worked on 4 Group Game Projects in teams of 8–15 people and development times of 2–7 weeks. My Roles Included: Product Owner, Project Manager, Game Designer, UX/UI Designer, Quality Assurance, UI Artist, and Programmer.

Post Human Architecture Project
Game Designer on Cards Against The Apocalypse

Feb 2023 – Jun 2023
An EU funded project with the goal of Designing a Print and Play Card Game to teach people more about Post Human Architecture.

Grand Nordic Jamathon Charity Jam
Organizer and Participant

Dec 2022, Dec 2023
Twice I Helped to Organize a Charity Event that earned over 30 000 Swedish Krona for the Musikhjälpen Charity Event

Väderlekarna
Game Designer on Harvest Time!

Oct 2022 (1 Week)
A school Assignment turned into a Boxed and Sold Card Game 3 months into the Education.

Education

FutureGames
Game Design Student

Sep 2022 – Aug 2024
During my time at FutureGames I completed 4 Group Game Project's, 12 Courses, had Industry Experts as my Mentors, and was part of organizing the Student Union.

Soft Skills

- Creative Problem Solving
- Asking Difficult Questions
- Openness to Feedback
- Learning By Doing

Design Skills

- UX Design
- Technical Design
- Gameplay Design

Hard Skills

- Unreal 5 – Blueprints
- C# Programming – Unity
- Miscellaneous Tools
  Figma, Perforce, Word, Excel, Miro, Jira, and More!

Languages

- English – Fluent
- Polish – Native
- Swedish – Basic