

# 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.

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## Experience



### Nordanstig Kommun

Contracted Game Developer

Aug 2025 - Sep 2025 (2 Months)

I was contracted to help organize a workshop for youth in Nordanstig region of Sweden focusing on game development. It attracted over 30 participants, ended up with 22 finished games.



### Self Publishing

Game Developer on [Going Dark](#)

Jan 2024 - Feb 2025

I developed and published a video game on Steam within the first year of self published solo dev.



### For Devs (GSS)

Volunteer

24th Oct 2024 and 22nd Oct 2025

I volunteered on a a Dataspelbranchen organized game dev event two times in a row.



### Silent Factory

Game Design & UX Intern on Red Metal

Jan 2024 - Aug 2024 (8 Months)

During my internship at Silent Factory I worked on overall design of Red Metal and more precisely UX/UI design and implementation of features in engine.



### 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 (2 Years)

During my time at FutureGames I completed 4 Group Game Project's (2-7 weeks, 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

## Design Skills



UX Design



UI Design



Gameplay Design



Technical 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