

Jiří VOJTĚCH

Technical Game Designer

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EMPLOYMENT HISTORY

11/2023 – now **Team Colossal (BUAs)**

Technical Designer on Colossal

- Time: **12 months** | **Unreal Engine 5** | **36 Team Members** | Action Adventure game
- I created level design ingredients and helped out to programmers with a core Climbing system. I am the designer responsible for climbing.
- Expected Release date: **May/June 2024**

01/2023 – 06/2023 **Tiny Tea (BUAs)**

Producer on Talisman Artisan

- Time: **4 months** | **GameMaker 2** | **5 Team Members** | Tower Defence game
- In this project, I created a safe and pleasant environment for the team to work in. I took upon SCRUM master responsibilities and planning and regularly had 1-on-1s with my teammates. Besides that, I kept the scope in check and made sure we, as a team, were following our vision.
- **Released on 19/06/2023** – [Talisman Artisan Itch.io](#)

11/2022 – 01/2023 **Titian Games s.r.o. (BUAs)**

Game Developer on Sailing System

- Time: **2 months** | **Unreal Engine 5** | **Solo Project** | Tool for Developers
- Created commented, clear and expandable blueprints for a sailing system. The ship works with Epic's Water Plugin, making it easy for developers to use and include in their projects. There is also extensive documentation and support.
- **Released on 05/02/2023** – [Sailing System Unreal Marketplace](#)

04/2022 – 06/2022 **Team 12 (BUAs)**

Game Designer on Astrohaunt

- Time: **2 months** | **Unreal Engine 5** | **14 Team Members** | Shoot 'em up game
- Created multiple systems and features for this game. Worked on UI controller support and made a 3Cs tool for other designers. I also conducted playtesting with our target audience and analysed results used for project iterations.
- **Released on 28/06/2022** – [Astrohaunt Itch.io](#)

07/2020 – now **QPROF, s.r.o. (Part-time job)**

Programmer

- Development of an automation program in C# and later support. I am in contact with workers in QPROF and make adjustments based on the latest needs.

05/2019 – 06/2019 **Wargaming Prague, s.r.o.**

Tester

- Game testing & Automated game testing - Python programming

EDUCATION

- * **Breda University of Applied Sciences (Bachelor)** 2021 – now
 - Game Design and Production
- * **Smíchovská střední průmyslová škola (High school – Graduation exam)** 2017 – 2021
 - Focus: IT (Game Development programming for PC and VR)

GAME DEVELOPMENT RELATED SKILLS

Game Engines

- Unity, Game Engine
- Unreal Engine 5
- Godot
- GameMaker 2

Programming Languages

- C#
- C++
- GDScript

Graphics

- 3D modelling C4D, Blender
- Adobe PhotoShop

OTHER REALISED PROJECTS

- ARCHAIA (2023) – AR app for an archeologic book ([Android link](#), [iOS link](#))
- BUas Y1C project (2022) – A 2D platformer ([link](#))
- MUZEUM TGM RAKOVNIK (2022) – AR app for a museum ([Android link](#), [iOS link](#))
- Game jam – Recycle Master (2021) – Game developed during the Game jam session ([link](#))
- Game jam – OD 98 (2020) – Game developed during the Game jam session ([link](#))
- AR Museum (2020) – Mobile AR application for the T. G. M. Rakovník Museum
- ThermalGrid (2020/2021) – Graduation project
- Fruit Ninja VR (2019/2020) – Student project (3rd grade)
- Connect! (2019) – Mobile game ([link](#))
- AR Tree (2018) – Mobile AR application for the CIIRC

LANGUAGES

- Czech - Native
- English - Fluent (IELTS, 7.5)
- Dutch - Beginner

OTHER ACTIVITIES

2018–2021

- Giving lectures about Game Programming at a high school in Prague
- Creation of educational videos

2021–2022

- Consultant of a student game project for 3rd year at a high school in Prague
- Creation of an AR educational application for a high school in Prague

HOBBIES AND INTERESTS

- **Sport:** Badminton, bouldering, swimming.
- **Academic:** Game development and SW development.
- **Other:** Playing computer and board games. Playing the guitar and singing. Travelling.