

Lukáš Haládik

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Skills

Creative - bringing new ideas on the table, helping guard and maintain the vision for the project

Innovative - making processes more effective and safe, new ways how to work on specific tasks

Management - team up to 10 people, scrummaster, motivation, weekly one on one, monthly team retrospectives, mentoring and training team members of the design department

Engine - Unity, Unreal

Driver's license - A,B - active driver

Experience

Oct 2019 - Present

Freelance Game Designer, consultant

- Design documentation, Mechanics, Preparation for implementation, Game art design, characters design, NFT cards integration
- Cooperation with programmers
- Creating levels in Unity
- Consulting on game design and concepts
- Notable projects: Raining Shells, Shadow Deck

Sep 2019 - Oct 2019

Black Shamrock (Dublin) - Creative Director (RuneQuest IP)

- Initial pitch document, overall game vision, innovative mechanics.
- Training of Junior designers, ensuring safe transition to the new project.
- Maintain high quality output in all departments.

Aug 2018 - Aug 2019

Freelance game designer, consultant

- Providing game design consultancy, creating review documents.
- Designing supporting mechanics, Narrative design - story in Planet Nomads.

- Design of onboarding part of the games, propose solutions and plans for projects.
- Presenting results to the team, finding creative ways to tackle the issues.
- Blog posts and dev diaries posts, sharing knowledge throughout the team.
- Notable projects: Planet Nomads, Medieval Smackdown (Knockdown Heroes), Empyrion Galactic Survival

Nov 2012 - Aug 2018

Bohemia Interactive a.s., Brno – *Creative Director (Vigor)*

- Guarding the vision of the project, communicating it to the team.
- Providing prompt and structured feedback on designs and implementation in the game.
- Mentoring designers, ensuring smooth communication in the team, motivating and leading for the best results.

Bohemia Interactive a.s., Brno – *Project Lead (Argo, Vigor)*

- Identifying risks in the project, mitigating the dangers, communicating outcomes of the decisions.
- Reporting status of the project, budget and staff situation.
- Leading team leaders of various departments (programmers, artists, designers, scripters,qa)

Bohemia Interactive a.s., Brno – *Lead Designer (Arma 3)*

- Team of 7 designers, leading, mentoring and guiding juniors.
- Feedbacking the designs and implementation, ensuring consistency throughout the game.
- Designing features, missions and story for Arma 3 and DLCs.

Other Experience

Dec 2008 - Nov 2012

Bohemia Interactive a.s., Mníšek pod Brdy – *QA Manager(Arma 2), Designer (Arma 2)*

May 2008 - Dec 2008

Electronic Arts, Madrid – *Gameplay Tester, Localization Tester*

Courses & Certificates:

Certificate of Proficiency in English – Cambridge

Leading a team over distance – MotivP agentura

Making a performance review – MotivP agentura

Hobbies:

Games – News, analyzing, creating.

English – teaching english and helping others improve.

HEMA – fencing