## Mgr. Martina Mikolas Game Developer

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As a passionate gamer, I have turned my enthusiasm into a career in game design. I thrive on creativity while also enjoying the challenge of working with logic, coding, and analysis. With a keen eye for detail and a strong grasp of the bigger picture.



I am driven to create experiences that bring joy and purpose to players. I possess a vivid imagination, a love for learning, and a desire to build and nurture meaningful projects.

favourite games and activities

Far Cry 5

Valheim

SWTOR

Cycling

Traveling

Crusade King 2

Playing piano

Toy Story 2

Mindfulness Architecture

Baldurs Gate 3

History

The Sims 4
Kingdom Come

Personal Development

Unreal Engine 5

Affinity Designer

Visual Code Studio

Jira, Figma, GitHub

HTML/CSS C++

english, driving licence

soft skills

creativity
problem-solving focus
analytical thinking
attention to detail
communication skills
adaptability
project management
empathy
curiosity
independence
imagination
learning new skills
idealism

work experiences

since 2024: Freelancer specializing in web design, graphic design, and game design.

2023 - 2024: Project Manager at web design studio VISUALIO s.r.o.

Game Developer for NetKnights.cz

2022 - 2023: Freelancer specializing in web design and graphic design.

2020 - 2022: Independent Consultant for graphic design, PR, and business strategy at Imaglee.

Game Developer for innovative card games.

2011 - 2019: Mentor at Forest Kindergarten; focused on parenting three children.

education

SKVT Certificate in Game Design

Master`s Degree in Political Studies with focus on Sub-Saharan Africa from University of Hradec Králové

Bachelor's Degree in Diplomacy and International Political Studies from the Prague University of Economics and Business

personality

INFJ personality type
Introversion, iNtuition,
Feeling, Judgment