

Curriculum Vitae

Personal data

Name: **Attila Kiss**
Date of Birth: 1990.03.24
Address: Hungary, 8991, Teskánd, Patkó str. 12/C
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Work Experience

Video game design, Level design

2015-2024, as an Independent Contractor

- Videogame level design, gameplay design, narrative design, other design work, game designer, project management
- Cooperation with other designers, programmers, artists, in an English language environment
- Remote work only
- Previous partners: Croteam, Crackshell
- Previous work projects:
 - Heroes of Hammerwatch 2 (Crackshell) – Level Design, Prefab Design
 - Hammerwatch Anniversary Edition (Crackshell) – Level Design, Gameplay Design, Enemy and Boss Design, etc.; Credited as Designer.
 - Hammerwatch 2 (Crackshell) – Level Designer
 - Serious Sam Fusion (Croteam) – Credited under Environment Art and Beta Tester; Gameplay Designer
 - Unannounced Canceled First Person Shooter (Croteam) – Project Manager, Level Design, Gameplay Design, Narrative Design
 - Serious Sam Classics Revolution (Croteam) – Level Designer
 - Serious Sam 4 (Croteam) – Environment Art (Level Design), Community Manager, Beta Tester
 - Serious Sam's Bogus Detour (Crackshell)
 - Serious Sam: Tormental (Gungrounds)

Community Manager

2009-2020

- Moderating and maintaining gaming related forums, communities, Steam Groups and Discord servers
- Handling communication between users and developers, in English language
- Communicating with userbase according to PR department instructions
- Technical Support, helping users with technical problems, adding reported bugs into the bug database
- Posting news articles and announcements

Quality Assurance

2009-2020, Croteam, Zagreb, Croatia

- Testing video games, leading a team of testers
- Reporting bugs and problems, providing feedback about game feeling, difficulty and systems
- Handling bug reports, reading and decoding crash logs, reporting issues stated in decoded logs to the developers
- Reproducing bugs and crashes, describing repro steps, analyzing the decoded crash logs
- Cooperation with other testers and developers in an English language environment
- Previous work projects:
 - Serious Sam Fusion (Croteam), both PC and VR versions of the games bundled within (Credited as both Environment Art and Beta Tester)
 - Serious Sam VR: The Last Hope (Croteam, credited as Beta Tester)
 - Serious Sam Classics Revolution (Croteam, credited under Level Design)
 - Serious Sam 4 (Croteam, credited under Environment Art, Community Manager, Beta Tester)
 - Serious Sam's Bogus Detour (Crackshell)
 - Serious Sam: Tormental (Gungrounds)

English-as-Second-Language and Pedagogy Teacher Internship

2014, Dienes László Medical Vocational School and Middle School, Debrecen, Hungary

- Teaching Pedagogy, Sociology and Psychology to Adult Students
- Teaching English language to High School Students
- Other teaching related work

English-as-Second-Language Teacher Internship

2014, Kossuth Lajos Educational Training Middle and Elementary School of the University of Debrecen, Debrecen, Hungary

- Teaching English language to Elementary School Students
- Other teaching related work

Pedagogy Teacher Internship

2013, Dienes László Medical Vocational School and Middle School, Debrecen, Hungary

- Teaching Pedagogy, Sociology and Psychology to Adult Students
- Other teaching related work

Languages

Hungarian	Primary Language
English	C1 qualification, lifetime experience

IT Skills

Game, Gameplay, Level design knowledge, 8+ years of work experience, lifetime experience as a modder of various games

Serious Engine and its Editor, 10 years of High level knowledge and experience

Lua

AngelScript

Unity Engine

Blender

Perforce, TortoiseSVN, and other version control service

Education

2012-2015

University of Debrecen, Debrecen, Hungary

Teacher of Pedagogy and English-as-Second-Language, MA

2009-2012

University of Debrecen, Debrecen, Hungary

Pedagogy major, English Linguistics minor, BA

2005-2009

DSZC Mechwart András Vocational School of Engineering and Information Technology, Debrecen, Hungary

Other qualities

Qualities:

Known to be fast, creative and ambitious. Gladly working in both teams or alone if necessary, I'm known for high independence. I learn new skills and tools quite fast and easily, and I like a good and fair challenge.

Hobbies:

Reading (in Hungarian and English)

Watching movies, series and other media (mostly in English)

Internet and its communities (mostly in English)

Video games, PC and Console, VR, following news of the games industry, trends, etc.

Travelling, hiking in forests and mountains

Swimming