

Atlas Werekik

Game Designer

Passionate storyteller with a keen eye for captivating moments and immersive environments. Developed 6 game projects with teams as large as 17 developers. Sold 100 copies of *Emotional DMG* card game. Versatile skill set in project management, problem-solving, and collaboration.

Personal Info

Email

atlas.awerekik@gmail.com

Website

atlaswerekik.com

LinkedIn

<https://www.linkedin.com/in/atlas-werekik/>

Skills

Problem-Solving

Creative Writing

Visual Storytelling

Documentation

Software

- Unreal Engine
- Miro
- Jira
- Microsoft Office

Languages

English - C2 (Native)

Swedish - C1

Polish - C2 (Native)

Hobbies

- Astronavigation, archeology, marine biology, theater, ancient mythologies.

Education

2023-09
- present

Game Design, Higher Vocational Diploma

Futuregames, Boden

I learned about the field of game design, focusing on level design, and narrative. I developed a strong understanding of team focused work approach, how to keep **concise and thorough documentation**, importance of clear communication and how to work with feedback. I led the development of **4 game projects** with teams between **10-17 members**.

I learned to use cinematography for visual storytelling, **focusing on framing and mise-en-scène**, and developed strong understanding of **level design methodologies**.

The Rodent's Tale, Oct. - Nov. 2023 | **AscenDuo**, Jan. - Feb. 2024 | **Forsaken Awakening**, Mar. 2024 | **Project Revenant**, Apr. 2024 | **The Lantern Bearer** | May - Jun. 2024 | **Project Barnyard** | Oct. 2024

2017-08
- 2022-05

International Baccalaureate, High School Diploma

Katedralskolan, Linköping | *Per Brahe Gymnasiet, Jönköping, Film* | *Psychology* | *English*

I learned how to conduct research and take responsibility for my work. It taught me about use of psychology in decision-making and how to communicate clearly. I **directed 4 film projects** with crew of **up to 15 people**; planning, figuring out dependencies and resolving production problems. Learned about practical use of cinematography in storytelling.

Work History

2023-09
- present

Owner

Emotional DMG

Developed a charade card game which I built a team of three artist, and **sold 100 copies in selected Lekia stores in Sweden**.

2023-06
- 2023-08

Summer job

MAX Burgers, Västervik, Sweden

I learned how to work under pressure and about the importance of dependencies.

Extra Curricular Activities

2023 - present

President

Arctic Student Union, Boden

Planning, organisation, support and management of events for students and companies around Boden Game Camp, Arctic Game and Futuregames Boden.

2023-09
- present

Class Representative

Class of Game Design 23, Boden

Middleman between students and staff of Futuregames in Boden.

2017-07
- present

Video games voice acting workshops

Video games, film and animation voice acting workshops at:

Studio PRL Poland, Studio Start Internation Poland, SDI Media Studio, Film Factory Studio.