

# Richard Koyš

BA Games Design

## Profile

I am a recent graduate from Middlesex University in London where I acquired a BA in Games Design, with previous work experience as a content creation intern for Crater Studios in Belgrade. My academic knowledge and skills are specialised in creative design and writing, storytelling, game lore and game development, with extensive knowledge of the gaming and film industry. Additionally, I am fluent in four languages.

## Education

### Bachelor of Arts in Games Design, Middlesex University

London, UK

2018 — 2022

Key modules: Game Technologies, Game Culture, Storytelling for Games, Game Fundamentals and Creative Technologies.

Final year project: Development of online game using open-source 3D software Blender.

### High School Diploma from International School of Belgrade

Belgrade, Serbia

2005 — 2018

## Work Experience

### Game Article Writer at IGN Adria

Belgrade Serbia

I have worked as an intern at IGN Adria in Serbia for over a year, translating articles into both English and Serbian, as well as writing game reviews up to 304 in total.

### Content Creation Intern at Crater Studios

Belgrade, Serbia

Summer 2018

Whilst interning at Crater Studios, a VFX posthouse, my key responsibilities encompassed independent blog writing and supporting the process of online content development regarding various topics spanning across the gaming community and film industry.

## Interests

My personal interests consist of creative writing, discovering new video games and watching films and nature documentaries. I also enjoy spending

time traveling with my family, visiting beautiful locations such as Cuba, South Africa and Japan. I like to spend my additional free time playing sports and working on personal projects, such as writing short stories and illustration.

## Details

Belgrade, Serbia

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## Skills and Experience

Creative Design

Storytelling and Game Lore

Gaming and Film Industry

Teamwork

Game Design Process

MS Office

Creative Writing

## Additional Skills:

- Blender
- Unity 3D
- Unreal Engine (Self-Taught)
- Experience in Mobile Gaming
- Experience in FPS Games
- Experience in RPG Games

## Languages

English



Serbian



Slovakian



Czech



## Certifications/Professional Development:

- Certificate of Accomplishment in Narrative Design Master Class
  - Issuer: Udemy
  - Date: Dec. 4/2023
  - Description: Write your story through topics such as World building, Character Development, Dialogue, Plot Theory and more.
- Certificate of Accomplishment in
  - Issuer: Udemy
  - Date: Dec. 18/2023
  - Description: Learn the basics of C++ to prepare you for game development programming!