



BC. TOMÁŠ VOKOUN

Game system designer | Game designer | Unity - C#



Pelhřimov, Czech Republic



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Education

VŠPJ – College of Polytechnics
Jihlava (2020 - 2024)

Bachelor's Degree Program, field
of Study: Applied Informatics

Languages

Czech (Native)

English (Working proficiency)

Technical skills

Game Systems & Design

Game systems design · Gameplay
mechanics · Balancing · Difficulty &
reward design · Progression
systems · Numerical modelling ·
Systems analysis

Programming

C# · Unity · Java · SQL · .NET

Data & Tools

Microsoft Excel · Google Sheets ·
Confluence · Jira · Git · Visual
Studio · Blender · Proprietary game
editor

Work experience

Game Developer & Designer | Strand Forge s.r.o. (Oct 2023 - Present)

- Collaborated with Bohemia Interactive to design educational interactive scenarios for primary-school students using a proprietary game editor built on Unity
- Designed gameplay logic, interactions, rules, progression and scenario structure within the editor's system constraints.
- Created multiple educational packages, including a larger interactive package teaching programming fundamentals through gameplay.
- Core programmer and mechanics designer on a 5-person futuristic FPS project, working directly in Unity/C# on gameplay systems, movement, combat and enemy AI.
- Worked with gameplay parameters and balancing to tune difficulty, enemy behaviour and combat pacing.
- Contributed to outsourced projects including a short VR historical experience, covering interaction and gameplay functionality.

Selected projects

Educational Interactive Games | Proprietary Game Editor | Systems Design

- Designed gameplay systems and interactive scenarios for educational content.
- Translated educational goals into gameplay mechanics, rules, interactions and progression.
- Worked within a higher-level game editor rather than directly programming the underlying Unity systems.

Bachelor Thesis — Cesta Životem | Unity - C#

- Digitally recreated the board game Cesta Životem in Unity.
- Designed and implemented the underlying game rules, logic and systems.

Game Jam Projects | itch.io | 2024

- Participated in Brackeys Game Jam 2024.2 and Prate Software Game Jam 15, developing small game prototypes under strict time constraints.