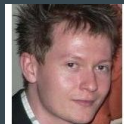


# Kids With Sticks



Team Composition

# Who We Are



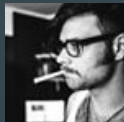
[Andrzej Koloska](#)

UE4 Generalist / Producer  
14y experience

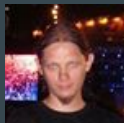


[Mariusz Krzywicki](#)

3D Art / Level Art / Concept Art  
7y experience



Daniel Stanczak  
3D Art / Level Art / Animation  
3y experience



[Kamil Kocot](#)

Engine & Gameplay Programmer  
7y experience



Adam Wesierski  
Concept Art / Design / QA  
2y experience

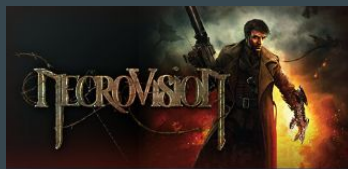
Deleted from  
this example  
-NDA-

XXX  
Design / Level Design  
14y experience

- We all worked together earlier, know each other,
- Combined we have 45 years of experience in industry,
- Combined we shipped 60+ games,
- Fully featured team,

# Who We Are - Games

Some games we worked on.



# Who We Are - Game Jams

We love to participate in game jams and try out ideas.



And always share how we did it. [Clash Of Morons breakdown](#), [Building with Voxels](#), [Taxi](#).

# Our Mission - Open and Shared Development

We believe that sharing knowledge with others create friendly and dedicated community.

- Share Unreal Engine 4 and game development knowledge while developing games,
- Proven track record: [ShooterTutorial.com](https://ShooterTutorial.com), UE4 educating in Poland: GameDevSchool.pl, GameFest, TKGame and others initiatives,
- Share assets and whole game projects on Marketplace,

# Our Mission - Indie AAA

We want to be small, agile and create unique polished games. We fully agree with Ninja Theory Indie AAA approach.

- Create games that stand out from crowd,
- Create games that use technology not used before,
- Create smaller games but fully polished,
- Doesn't mean we want to do only realistic games,