

SUMMARY OF QUALIFICATIONS

- Over **8 years** of experience in game design
- **Over 10** released games
- Expert knowledge of document writing and creating prototypes
- Extensive experience with all game developing iterations, and in quest making/scripting, levels scripting, and AI scripting
- Detail-oriented professional with excellent communication and organizational skills
- Responsible, well-disciplined, enthusiastic; able to work on own initiative and as a part of a team

SOFTWARE

OFFICE & WIKI
UNREAL ENGINE
3D SOFTWARE
2D SOFTWARE
ZBRUSH

KNOWLEDGE

Game Design	Programming
Game Balance	Content management
Document writing	Testing
Scripting	Video Games
Level Design	Quest Design

PROFESSIONAL EXPERIENCE

- Wrote and maintained detailed **high-level concept documents**, and **design and technical documentation** for **multi-level gameplay systems**, including game features like, combat, craft, monetary, reward, and weapon systems
- **Fine-tuned** weapons and gameplay systems, abilities, pace, balance, enemy AI, and difficulty
- Directed **implementation of all game features and content**
- Created and **scripted quests, levels, AI using LUA, C#, C++, Java**
- Created **game design documentation standards** for others game designers
- In collaboration with developers created a flexible and powerful level, world and NPC editors.

MINDILLUSION, Moscow, Russia INDIE DEVELOPER

February 2015 – December 2017

BITBOX LTD, Moscow, Russia GAME DESIGNER

October 2011 – February 2012

Various studios, Moscow, Russia GAME DESIGNER

November 2006 – February 2015

EDUCATION

Magnitogorsk State Technical University, Magnitogorsk, Russia
BACHELORS OF AUTOMATION AND MANAGEMENT

2006 – 2010