

Lead Game Designer

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Oleg Kolyada

SUMMARY OF QUALIFICATIONS

- Over **8 years** of experience in game design
- **6 PC games, 12** 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
TASK TRACKERS
JAVA, LUA, C#, C++
3 DS MAX
ADOBE PHOTOSHOP

KNOWLEDGE

Game Design
Game Balance
Document writing
Scripting
Level Design
Programming
Content management
Testing
Video Games
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
- Managed, worked with, and mentored **teams across a wide range of disciplines**
- Advised, **guided** and **mentored** the **level design** team through discussion, documentation
- In collaboration with developers created a flexible and powerful level, world and NPC editors.

MINDILLUSION , Moscow, Russia	INDIE DEVELOPER	February 2015 – Present
KAMA GAMES , Moscow, Russia	LEAD GAME DESIGNER	July 2013 – Present
2REALLIFE , Moscow, Russia	SENIOR GAME DESIGNER	April 2013 – July 2013
IMMO GAMES , Moscow, Russia	SENIOR GAME DESIGNER	April 2012 – April 2013
BITBOX LTD , Moscow, Russia	GAME DESIGNER	October 2011 – February 2012
GENOMEGAMES , Moscow, Russia	GAME DESIGNER	May 2010 – July 2011, September 2014 – Present
MINDILLUSION , Moscow, Russia	LEAD GAME DESIGNER	July 2007 – April 2010

EDUCATION

Magnitogorsk State Technical University, Magnitogorsk, Russia **2006 – 2010**
BACHELORS OF AUTOMATION AND MANAGEMENT