

Game designer working professionally since 2025, with three titles shipped on Steam. I cover core gameplay, level design and technical game design — and build the tooling that speeds the team up: level and data editors, exporters/importers, and pipelines for porting legacy projects.

SHIPPED TITLES

- Roads of Da Vinci: In Search of Origins** — Steam

2026

[Technical game designer](#)

First title in a new time-management franchise. Level setup, technical design, bug fixing and testing.
- Argonauts Agency: The World on His Shoulders** — Steam

2026

[Game designer](#) · [Level designer](#)

New installment in an established time-management franchise. Designed the levels, added a new game object, integrated assets.
- Intersectio** — Steam, itch.io

2025

[Project lead](#) · [Game & narrative designer](#) · [Programmer](#)

Tactical puzzle game in a dark fantasy setting. Led a small team and handled design, narrative and full technical implementation in Godot.

TOOLS & TECHNICAL WORK

- Ported the studio's legacy projects to a unified Unity framework
 - Extended the internal level editor: hotkeys, UI ergonomics, export/import pipelines
 - Designed an engine-agnostic game data format and built an MVP web level editor that automates level creation and validation

- Built an external animation curve editor with import into Unity
 - Wrote batch scripts, exporters and importers for Photoshop
 - Built a Yarn Spinner-based narrative system in Unity for scripting story events
 - Ran localization: in-game text and AI-assisted translation

SELECTED OTHER PROJECTS

- Wellbeing Garden** (2026) — graduation project: gardening sim with visual-novel elements. Game design, narrative, code.
 - Tributs Bunker VR Experience** (2024) — interactive museum project for Quest 2 in Unity. Game design and all technical implementation; presented at exhibitions.
 - Forest of the Debt** (2024) — turn-based tactical roguelike; prototype reached the finals of the “Start the Game” accelerator. Design, narrative, code.
 - Game jams** (2020 — present) — 15+ jams as designer and programmer. Best result: *Goops*, 40th overall at Ludum Dare 56 and top 20 in fun, mood, graphics and theme.

SKILLS

Engines & code	Unity, C#, Godot, Shader Graph, UI Toolkit, Yarn Spinner, Git, Claude Code
Design	Core gameplay, level design, technical design, narrative design, documentation in Google Sheets/Docs
Content	Photoshop, Illustrator, After Effects
Languages	Russian (native), English

EDUCATION

- Saint Petersburg State Institute of Film and Television**

2026

[Specialist degree, Digital Media Directing — Faculty of Screen Arts](#) · [with honors](#)

Grounding in dramatic structure, pacing, composition and directing cutscenes and animation — useful common ground with both artists and programmers.