

RELEVANT EXPERIENCE

Chronix Pulse, Netherlands — Co-Founder & Game Designer

MAY 2024 - PRESENT

- Directing skill-diverse groups of 2 to 6 in prototyping game concepts
- Properly managed project timelines and deliverables for 2 projects, as well as development sprints and tasks using Agile Scrum Method
- Product ownership and design documentation of the creative vision for 5 properly structured game concepts to be developed in the future
- Communicating with stakeholders, entrepreneurial enthusiasts, and mentors to develop a business plan and legal professionalism

TrueMyth Games, Cyprus — Game Design Intern

FEBRUARY 2023 - JUNE 2023

- Improved Monetization and made changes in Game Design for existing products that led to improved revenue from released games by 2.3x
- Used Game Analytics and Game Balancing to find multiple issues and increase the first session retention of new users by ~40%
- Economy Redesign and A/B Testing of implemented changes for the major 2 mobile games released - "Merge Toons" and "Card Merge"
- Used Scriptable Objects (designed 2) and Item Libraries to assign in-game currencies, rewards, and experience gained by users
- Used PlayFab to manage data of 60'000+ active users, including player authentication, in-game purchases, and gameplay metrics
- Did Quality Assurance testing to identify, document, and report 45+ bugs to ensure engaging User Experience, including evaluating user feedback

BCS Global Trading Markets, London — Internship

JUNE 2014 - AUGUST 2014

- Assisted in risk management analysis by identifying potential risks using SWOT Analysis and then developing a Strategy Formulation
- Supported the sales team by analysing market trends and conducting competitive analysis of the financial banking service sector

EDUCATION

Hanze University, Groningen — Communication, Game Design

SEPTEMBER 2020 - PRESENT

- Coordinated teams of 3 to 5 members in conceptualisation and prototyping of various entertaining game concepts
- Created moodboards for multiple games' visual style and atmosphere to create a shared understanding among members
- Used flowcharts to establish core gameplay and feedback loops to ensure clear communication of ideas and concepts across the team
- Applied knowledge from Level Design elective to 4 projects, focusing on player traversal, greyboxing, and flow & pacing principles
- Used Narrative Design principles of Story Beats, MDA and GFI Frameworks to build a high concept with multiple narrative layers for a future prototype

Ivan Khlyzov

HARD SKILLS

Unity Engine (5 years)
Unreal Engine (1 year)
GitHub Desktop

Systems and Combat Design
Level Design and Narrative
User Experience Design

Wireframing in Figma
Miro Moodboard & Style Guides
Process Mapping Flowcharts

Audio & Sound Design
Video & Media Editing in Adobe

SOFT SKILLS

Agile Scrum in Trello & Jira
Strong Communication Skills
Analytical Problem-Solving
Collaborative Lead & Teamwork
Creative Brainstorm & Ideation

LANGUAGES

English: Advanced (C1)

Russian: Advanced (C1)

Dutch: Elementary (A2)

French: Beginner (A1)