

RELEVANT EXPERIENCE

Chronix Pulse, Netherlands — Co-Founder & Game Designer

MAY 2024 - PRESENT

- Designed **core gameplay** mechanics and **progression systems**
- Released **GemFall Catcher** and soft launch of **Cat Slack 3D**
- Implemented **IAPs**, balanced **currencies and rewards**, designed future **game pass** and **player customisation** features
- Built and maintained **modular UI** systems in Unity with responsive design using **haptics** and **particles** for multiple screen sizes
- Led **Agile sprints**, tracked progress via Trello/Jira, managed QA through **TestFlight** and **GoogleTesters**
- Coordinated **public playtests** and **showcased** at UG Impact Challenge and Game Bakery, gathering **player feedback** and improving game's UX

TrueMyth Games, Cyprus — Game Design Intern

FEBRUARY 2023 - JUNE 2023

- Improved **ad monetisation** existing titles, increasing **revenue by 2.3x**
- Used **GameAnalytics** to identify UX issues and redesigned onboarding and difficulty progression, increasing **D1 by ~40%**, and **D7 by ~18%**
- Managed **user data via PlayFab**, including player progress and IAPs
- Assisted with **customer support** and solved in-app purchasing issues
- Conducted QA by building and testing game apks, **filed 50+ bug reports**
- Contributed to gameplay iterations based on **A/B testing** feedback
- Recorded game footage, updated **store listings** AppStore & GooglePlay

EDUCATION

Hanze University, Groningen — Communication, Game Design

SEPTEMBER 2020 - NOVEMBER 2024

- Completed courses in **Level Design, Marketing & Monetisation, Narrative Design, Game Audio, and Entrepreneurship**
- Specialised in **core gameplay design, user research, usability testing, and product design** for digital applications and entertainment games
- Led small teams through **iterative design** cycles by **wireframing, assembling prototypes, and conducting playtests**
- Designed **serious VR and entertainment PC** projects using game design principles and user-centered methods

University of Groningen, Groningen — Economics & Business

SEPTEMBER 2017 - AUGUST 2020

- Studied market dynamics, supply & demand, cost-benefit analysis, break-even points, human resources, and consumer behaviour
- Developed an understanding of resource allocation and incentives, applicable to balancing in-game currencies and progression systems
- Gained knowledge of market analysis and strategic decision-making, applicable to game design and production

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[Portfolio Website](#)

[LinkedIn Profile](#)

GAME DESIGN SKILLS

Core Loop Design

Project Documentation

Progression Systems

Game Balancing & Economy

Level & Environments Design

TOOLS

Unity Engine (5 years)

Unreal Engine (2 years)

Atlassian Suite & GitHub

Excel (Adv) & Premier Pro (Adv)

Azure PlayFab & GameAnalytics

Figma | Miro | Excalidraw

SOFT SKILLS

Agile Scrum & Waterfall

Department Communication

Analytical Problem-Solving

Cross-functional Collaboration

Creative Brainstorm & Ideation

UX DESIGN

Wireframing

User Flows

Usability Testing

A/B Testing

Responsive Design

PERSONAL & OTHER PROJECTS

Gemfall Catcher — *Mobile Arcade Game*

A mobile arcade dexterity game

AppStore: [GemFall Catcher in the AppStore](#)

Google Play: [GemFall Catcher - Apps on Google Play](#)

Cat Stack 3D — *Mobile Casual Game (to be released)*

A casual mobile game with puzzle elements

Read more: [Portfolio Page - Cat Stack 3D](#)

How To Be A Vampire — *GMTK 2025 Game Jam*

A prototype developed in 3 days in a team of 4 people

Try it out here: [GMTK Submission Page](#)

The Crossroad — *Game Showcase & Networking Event*

A student and alumni initiative to unite game devs in the North of Netherlands

Read more: [The Crossroad - LinkedIn Page](#)

LANGUAGES

English: Advanced (C1)

Russian: Advanced (C1)

Dutch: Elementary (A2)

French: Beginner (A1)