Game Designer

About me

20 y.o. Good at learning things which i'm intersted in. Mostly prefer quality over speed, it doesn't mean i'm not able to hurry up when needed tho. I like to work in teams if the vibe mathes, if not, prefer to work alone. I like to do my job well, to see a good result. Mostly, I avoid conflicts if it's possible. I'm open to communicate and to discuss problems if they appear.

Work experience

Game Designer · MKGameProduction (Student game development team) · Chișinău
August 2025 - Present · 7 months

Co-developed and published a mobile game "Lost in the Woods" using the Unity engine.
Worked on gameplay mechanics, level design, and game logic implementation in C#.
Participated in game testing, debugging, performance optimization and kinda marketing.
Prepared and released the game on Google Play, including builds, store page setup, and basic monetization.
Collaborated with a teammate throughout the full game development cycle.

Desired industry

- IT, Tech

Education: Incomplete higher

Universitatea de Stat din Moldova
Currently studying
Faculty: Matematica si Informatica
Speciality: Game Design

Personal details

- 20 years
- Male
- Chișinău

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Preferences

- Part-time
- Flexible
- No schedule
- Remote
- In-house
- Hybrid

Languages

- **Romanian** · Communication
- **Russian** · Native
- **English** · Fluent

Skills

- Debugging and bug fixing
- Microsoft Office
- Gitlab
- Github
- Git
- CapCut
- VS code
- Google Play Console
- DaVinciResolve Studio
- Problem-solving
- Communication skills
- Time management
- Narrative Design
- JIRA

- Dezvoltarea Jocurilor Video
- Game Engine
- Game Design
- Web
- Python
- CSS
- Html
- C++
- C#
- Graphic Animation
- 2d Design
- Unity 3d
- Unity
- Teamwork

Driving licence

Category: B