Maxim Kornilov

Game Designer

Maxim Kornilov, 02/03/2000 (dd/mm/yy)
Citizenship: Ukraine, work permit at: Ukraine, Europe
Reside in: **Spain** 🇪🇸
Willing to relocate, ready for business trips

MAIL:
sname00012@gmail.com - Main.

LINKS:

	TELEGRAM	@MaxSpaceX
	DISCORD	Apokalipcic2012#3653
	PORTFOLIO	Site Presentation
	LINKEDIN	Linkedin

Skills

Game Development: Unity 3D, Unreal Engine, C#, Python, GDD

3D & Design: Blender 3D, Adobe Photoshop, Figma

Technical: GitHub, Atlassian, Jira, Game Analytics Integration

Soft Skills: Creative Problem-Solving, Fast Learning Ability, Results-Oriented, Team Collaboration

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Languages

English - C2/Expert/Fluent;
Russian - C2/Expert/Fluent;
Ukrainian - C2/Expert/Fluent;
German - B1/Intermediate;
Japanese - A1/Basic/Hiragana/Katakana;

Experience

Gaming Experience
2006 - Current

I have extensive gaming experience across genres and platforms. My passion has developed keen attention to detail, strategic thinking, and problem-solving skills. I stay updated on gaming technologies and trends, adapting quickly to evolving environments. With a unique perspective and analytical mindset, I provide valuable feedback on game mechanics.

Game Designer / Game Jam (Theme: Cliche)
November 2022 - December 2022

During my first **GameJam**, a month-long event, I collaborated with a team of 10 individuals. In this capacity, I assumed the role of a **Game Designer**, sharing responsibilities with two other team members. Our project, a card game, revolves around the strategic management of resources to cultivate a farm environment.

The Game Link - [Check The Game](#).

Level Designer / Shadow Eagle Studios
November 2023 - February 2024

As a Level Designer within a Unity development team, I contributed to the creation and implementation of engaging game levels for a mobile middle RPG project. Leveraging my expertise in Unity, I enhance my knowledge and skills in level design to deliver the best experience to the players on mobile platforms.

Freelance / Unity Developer
July 2021 - Current

As a freelance Game Developer, I specialized in both original game concept development and client-based projects. I created innovative game prototypes and collaborated with mobile publishers for testing and distribution, while also delivering custom gaming solutions for individual clients. My work encompassed the full development cycle, from conceptualization to implementation.
You may find most of my Mobile Concepts by the link - [Personal Mobile Games](#)

Education

Kherson Polytechnical College / Computer Science
September 2015 - July 2019, Kherson, Ukraine.

Mastered fundamental programming concepts and software development methodologies. Completed projects in data structures, algorithms, and software engineering. Developed strong analytical skills through intensive coursework in computational theory and systems architecture

Kherson Polytechnical College / Undergraduate (Bachelor)
Computer Science degree
September 2019 - July 2021, Kherson, Ukraine.

Advanced studies in software development and systems design. Specialized in object-oriented programming, database management, and web technologies.

Awards

Mastering Game Mechanics - Certificate

29.10.24

During my professional development, I completed the '**Mastering Game Mechanics**' bootcamp led by **Alex Brazier**, a former Blizzard developer. Through hands-on tasks and practical exercises, I deepened my expertise in core game design principles and enhanced my ability to create engaging player experiences.

THIS CERTIFICATE IS PROUDLY AWARDED TO

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and confirms that the participant completed 15 weeks of mentorship classes and all workshops, mastering industry-proven frameworks for designing game mechanics, characters, abilities, and combat systems.

AWARD 2024

Program Instructors:

Main Instructor:

1. Alex Brazie (LinkedIn)
   - Studios: Blizzard, Riot, Moon Studios
   - Games: World of Warcraft, League of Legends, Ori and the Will of Wisps, No Rest for The Wicked, and two unannounced projects.
   - Consulted Indie Studios to ship over 32 games

Expert contributors:

1. Joe Sopko (LinkedIn)
   - Combat Designer - Ashen (A44 Games)
   - Combat Designer - No Rest for the Wicked (Moon Studios)
   - Unreleased Title - Firewalk Studios

2. Celia Wagar
   - Fighting game balance and systems Crit Points Blog
   - Adult Swim Games

3. Chad Verrall (LinkedIn) - 3Cs Designer
   - Jedi Survivor (Respawn Entertainment)
   - Numerous Games (Ready at Dawn)
   - God of War: Ascension (Gas Powered Games)

4. Chris McEntee (LinkedIn)
   - Design Director - Cuphead 2 (Studio MDHR)
   - Design Lead - Ori 2 (Moon Studios)
   - Content Director - Rayman Legends (Ubisoft))

5. Michael Anderson (LinkedIn)
   - Principal Game Designer (Gravity Well)
   - Level Designer (Valve)
   - Sr. Game Designer - Apex Legends (Respawn Entertainment)
   - Game Designer - Modern Warfare (Infinity Ward)

Curriculum:

1. How to Increase Your Gameplay's Depth
2. Mastering Video Game Mechanics Fundamentals
3. How to Leverage Player Skills to Improve Gameplay
4. How to Apply Player Psychology in Your Games
5. Master the 3Cs of Gameplay - Characters, Controls & Camera
6. Game Feel: A Guide to Responsive and Visceral Gameplay
7. Game Balance: Adapting to Evolving Player Behavior
8. Adapting Mechanics to PvP Dynamics
9. Adapting Mechanics to PvE Dynamics
10. Adapting Mechanics to Co-op Dynamics
11. Utilize Compositional Frameworks

Completed Workshops:

1. Mapping and Refining Mechanics for 'No Rest for the Wicked'
2. Analyzing Player Skills Across Different Genres
3. Dissecting Player Psychology from Steam's Top Games
4. Comparing Controller Differences and Gameplay Impact Across Genres
5. Gameplay Footage Analysis: Game Feel and Design
6. Creating a Game Balance Analysis Spreadsheets
7. Designing Melee Combat Trade-offs for 'No Rest for the Wicked'
8. Planning Engaging Enemies for a Platformer Game
9. Creating Co-op Abilities for 'No Rest for the Wicked,' 'League of Legends,' 'Ori,' and 'WoW'
10. Developing Frameworks for Ability Design
11. 80 Game Design Drills & Exercises

Alexander Brazie, Founder Game Design Skills
Date: 10/29/2024