





# Maksym Kornilov

## Game Designer

Citizenship: 🇺🇦 Ukraine, work permit: Europe  
Location: 🇪🇸 Spain (Willing to relocate)  
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 <b>TELEGRAM</b> @MaxSpaceX	 <b>DISCORD</b> Apokalipcic2012	 <b>PORTFOLIO</b> apokalipcic.github.io	 <b>LINKEDIN</b> linkedin.com/in/prudentibus
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### PROFESSIONAL SUMMARY

Game Designer with expertise in Unity and Unreal Engine development. Specialized in creating engaging player experiences through intuitive mechanics and level design. Combines creative vision with technical implementation skills to deliver compelling gameplay across mobile and PC platforms.

### SKILLS

#### Game Development

Unity 3D, Unreal Engine, C#, 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





### EDUCATION

<b>Kherson Polytechnical College</b> Bachelor, Computer Science Advanced studies in software development, object-oriented programming	2019-2021
<b>Kherson Polytechnical College</b> Computer Science Fundamentals of programming, data structures, algorithms	2015-2019






### CERTIFICATION

<b>Mastering Game Mechanics</b> 15-week mentorship program by Alex Brazier (ex-Blizzard developer) covering game mechanics, abilities, and combat systems	10/2024
<b>Game Design: Art and Concepts</b> I completed courses by CalArts to deepen my understanding of Game Design principles and explore the nuanced aspects of professional game development.	07/2021

### LANGUAGES

 <b>English</b>	C2/Fluent
 <b>Russian</b>	C2/Fluent
 <b>Ukrainian</b>	C2/Fluent
 <b>German</b>	A2/Pre-Intermediate

### PROFESSIONAL EXPERIENCE

<b>Unity Developer</b> Jeez Games As a Unity Developer, I work on multiple projects across different platforms: <ul style="list-style-type: none"><li>Lead development of complex systems for a PC game built in Unity</li><li>Design and implement advanced gameplay mechanics and architecture</li><li>Assist clients in publishing Unreal-developed games to mobile platforms</li><li>Optimize game performance for various mobile device specifications</li><li>Provide technical solutions for cross-platform deployment challenges</li></ul>	 April 2024 - Current
<b>Level Designer</b> Shadow Eagle Studios As a Level Designer within a Unity development team, I contributed to the creation of engaging game levels for a mobile RPG project: <ul style="list-style-type: none"><li>Designed and implemented 8+ unique game levels optimized for mobile play</li><li>Balanced difficulty progression to maintain player engagement</li><li>Collaborated with artists to integrate visual elements into level designs</li><li>Conducted playtesting and iterated on designs based on feedback</li><li>Optimized level performance for varied mobile hardware specifications</li></ul>	 Nov 2023 - Feb 2024
<b>Freelance Unity Developer</b> Self-employed As a freelance Game Developer, I specialize in both original game concept development and client-based projects: <ul style="list-style-type: none"><li>Created innovative game prototypes for mobile platforms</li><li>Collaborated with mobile publishers for testing and distribution</li><li>Delivered custom gaming solutions for individual clients</li></ul>	 Jul 2021 - Nov 2023
<b>Game Jams</b> <b>Producer</b> Mystery Jam (Theme: Last Message) During my second GameJam, I served as Game Producer in a team of 6 individuals: <ul style="list-style-type: none"><li>Established and maintained the team's vision throughout the development process</li><li>Created and assigned tasks based on individual strengths and project timeline</li><li>Facilitated communication between team members to ensure alignment</li><li>Managed scope and feature prioritization to meet the GameJam deadline</li></ul>	 April 2025 - May 2025
<b>Game Designer</b> Game Off 2022 (Theme: Cliche) During my first GameJam, I collaborated with a team of 10 individuals: <ul style="list-style-type: none"><li>Co-led game design responsibilities with two other team members</li><li>Developed resource management mechanics for a farm-themed card game</li><li>Balanced gameplay systems to ensure engaging player experience</li></ul>	 Nov 2022 - Dec 2022