

MIKHAIL FETISOV

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SUMMARY

Generalist Game Designer with experience across gameplay systems, content design, and production-related workflows. Background includes hands-on game development, project coordination, and localization in international environments. Worked with Unity and Unreal Engine on gameplay mechanics, level design, and platform-specific adaptations. Focused on building clear, scalable design solutions within cross-disciplinary teams.

Currently based in Moscow (Russia), open to relocation.

EXPERIENCE

01.2025 – to date **Next Genium** **International**
(<https://next-genium.com>)

Generalist Game Designer

- Designed and documented core gameplay systems, including interactable items, construction mechanics, meta-progression, economy, and player interaction flows, from early concepts to implementation-ready specifications.
- Developed and iterated on resource loops and progression models.
- Defined systemic interaction rules for units, objects, and environment.
- Authored clear design specifications for interactive objects, spells, unit behaviors, and layered gameplay systems to streamline implementation and iteration.
- Collaborated with developers, artists, and producers to translate design concepts into implementable solutions, providing task briefs, reference materials, and iterative feedback within Unreal Engine constraints.

07.2024 – 12.2024 **Mirra Games** **International**
(<https://mirragames.com>)

Unity Developer / Game Designer

- Successfully ported dozens of games to web platforms, including Yandex.Games, GamePush, Poki, GamePix (etc.), ensuring compatibility and performance.
- Optimized game code to improve performance and meet platform-specific requirements.
- Adapted projects for target platforms by integrating APIs, implementing monetization features, and customizing UI/UX.

01.2020 – 07.2022 **Logrus IT** **Russia, Moscow**
(<https://www.logrusit.com/en>)

Localization Project Manager

- Worked with key clients (Microsoft, Mars, Yandex, etc.), providing full-cycle translation support.
- Controlled compliance with deadlines for the delivery of projects to clients, verification of finished translations (Quality Assurance);
- Successfully managed the translation process of Yandex Toloka (<https://toloka.yandex.ru/en/>) and Yandex Games (<https://yandex.com/games/>);
- Processed and completed 70 to 150 translation and LQA projects of varying scope and complexity each month.

02.2018 – 09.2019 **Russian eSports Federation** **Russia, Moscow**
(<https://resf.ru>)

Account Manager (Sales Department)

- Supported the RESF loyalty program operations.
- Sought potential program partners and negotiated partnership agreements.
- Conducted marketing campaigns to promote the RESF loyalty program among esports enthusiasts;
- Brought in a couple of dozen new partners, including gaming apparel and furniture brands, internet cafes, and FMCG companies;
- Organized the work of promoters at RESF events.

08.2013 – 11.2017 Center of Financial Technologies (CFT)
(<https://www.cft.ru/en>)

Russia, Moscow

Development Manager (KoronaPay, Retail Department, B2B)

- Consulted clients on company solutions for Local Retail, created and gave presentations.
- Organized and coordinated the implementation process of solutions with Local Retail partners.
- Analyzed profitability indicators in the post-sale period.
- Conducted marketing campaigns with new partners.

ADDITIONAL SKILLS

IT SKILLS

Programming: C# (.NET, freeCodeCamp certificate), Git Hub, SQL

Game Development: Unity, Unreal Engine

Translation Tools: SDL Trados, memoQ, SmartCAT

Graphics and video: Adobe Photoshop, Adobe Premier, Blender 3D

Project Management: JIRA, Confluence, Miro, Trello

Office Tools: Google Docs, MS Office, Zoom

LANGUAGES

Russian – Native

English – Advanced (C1, IELTS Academic 7.0)

Japanese – Intermediate (N3, JPT 455)

German – Pre-Intermediate (no certificate)

EDUCATION

2023	Arizona State University <i>Master of Arts</i> Communication Studies (unfinished , left after 1 st semester)	Phoenix, AZ, USA
2019 – 2021	Moscow State Linguistic University <i>Bachelor of Linguistics</i> Translation and Translation Studies	Moscow, Russia
2009 – 2012	Moscow Academy of Entrepreneurship <i>Specialist degree (5 years of study), Jurisprudence</i> Russian Criminal Law	Moscow, Russia
2007 – 2012	Amur State University <i>Specialist degree (5 years of study), Management</i> Strategic Management	Blagoveshchensk, Russia

EXTRA CURRICULAR ACTIVITIES

Volunteering: Provided English lessons to refugees; assisted with hosting and donations.

Game Developers Club: Participated as a Level Designer in the development of a club project at Arizona State University. (<https://heatwave-studios.itch.io/bytes>)

Game Jam participation: Participant and team organizer in the GMTK Game Jam 2024. (<https://itch.io/jam/gmtk-2024/rate/2915026>)

Translation Projects: Translated and designed translations of comics and manga for a non-commercial scanlation project. (link on request)

Translator / LQA-Engineer:

"Welcome to the Karoshi Club," provided localization quality assurance and localization (RU-JA). (https://store.steampowered.com/app/2624950/Welcome_to_the_Karoshi_Club/)

"Slay or Fall," provided localization quality assurance and localization (RU-EN, RU-JA).

https://store.steampowered.com/app/3170730/Slay_or_Fall/

"Graces. Posthumous wish," provided localization quality assurance and localization (RU-JA).

<https://store.steampowered.com/app/2899980>

"Numeral Strike," provided localization quality assurance and localization for demo-version (RU-EN, RU-JA). (https://store.steampowered.com/app/3708620/Numeral_Strike/)