

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
(https://next-genium.com) | International |
| Generalist Game Designer | | |
| <ul style="list-style-type: none">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
(https://mirragames.com) | International |
| Unity Developer / Game Designer | | |
| <ul style="list-style-type: none">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
(https://www.logrusit.com/en) | Russia, Moscow |
| Localization Project Manager | | |
| <ul style="list-style-type: none">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
(https://resf.ru) | Russia, Moscow |
| Account Manager (Sales Department) | | |
| <ul style="list-style-type: none">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/