MIKHAIL FETISOV

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SUMMARY

Experienced Game Designer, Project Manager, and Localization Specialist with a strong background in game development and team leadership. Gained hands-on experience in game and level design through indie projects. Proficient in Unity, Unreal Engine and a range of IT tools, with a passion for creating engaging player experiences and improving development processes. Skilled in managing complex projects, coordinating international teams, and adapting games to meet platform requirements.
Currently based in Moscow (Russia), 35 years old, **open to relocation.**

EXPERIENCE

03.2025 – to date   **Next Genium**   **International**
(https://next-genium.com)

Generalist Game Designer
- Designed and documented core gameplay systems, including construction mechanics, meta-progression, economy, balance, and player interaction flow.
- Developed resource loops and progression models (gold, mana, power etc.), balancing sinks and sources to support long-term gameplay.
- Structured interaction rules for units, objects, and environmental systems using interface-based logic.
- Wrote clear design specifications for interactive objects, flags, spells, and unit behaviors across multiple gameplay layers.
- Collaborated across disciplines with developers, artists, and producers, ensuring design consistency, providing task briefs, reference boards, and iterative feedback for implementation feasibility in Unreal Engine.

07.2024 – 02.2025   **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)   Russia, Moscow
(https://www.cft.ru/en)

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**   **Phoenix, AZ, USA**
Master of Arts
Communication Studies (**unfinished**, left after 1st semester)

2019 – 2021   **Moscow State Linguistic University**   **Moscow, Russia**
Bachelor of Linguistics
Translation and Translation Studies

2009 – 2012   **Moscow Academy of Entrepreneurship**   **Moscow, Russia**
Specialist degree (5 years of study), Jurisprudence
Russian Criminal Law

2007 – 2012   **Amur State University**   **Blagoveshchensk, Russia**
Specialist degree (5 years of study), Management
Strategic Management

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/