Game Designer, Vladislav Volodin

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LINKS

<u>Github repository</u>, <u>Linked in profile</u>

PROFILE

Second-year game-development student, future game designer. My passion for games brought me to Centennial college. Last semester I completed the Foundation program, which covers drawing, programming, unity as a game engine, project management, and more of the game design principles.

The most valuable lesson I have learned from my college has been the importance of thinking and planning before coding. Even though I knew I wanted to be a game designer, I have enjoyed getting back to basics with tabletop games. My class in Project management has provided me with great insights for a future career in game design and team-leading.

I continue to build skills in game engines, game design, and 3D modelings.

EDUCATION

| Sep 2019 — Present | **Game - development diploma, Centennial College** | Toronto |

SKILLS

C# - 1 year	Python - 1 year
Game Design - 1 year	Level Design - 1 year
Unity - 1 year	Ableton - 1 year

LANGUAGES

| English | B2 | Russian | Native speaker |