# Rustam Shirlin

## Narrative Designer & Gameplay Mechanic Developer

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## SUMMARY

Motivated self-taught Game Designer & Blueprint Developer. Created a complete UE5 project alone: gameplay systems, combat, AI, level logic, UI, saving, boss mechanics, environmental interactions, and narrative elements. Focused on gameplay feel, player experience, and readable combat telegraphs. Looking for my first professional role to grow and contribute to a real team.

## PORTFOLIO

• Playable Project (Itch.io): https://itch.io/t/5575211/escape-from-the-darkest-dangeon

• Gameplay Trailer: https://youtu.be/GWl3r8fm6v4

• LinkedIn: https://www.linkedin.com/in/rustam-shirlin-202674234/

• Git: https://github.com/KamaelRu/Portfolio.git

## RELEVANT EXPERIENCE

### Independent UE5 Project — Game Designer / Blueprint Developer (2024)

- Designed and implemented custom movement, combat systems, platforming challenges, traps, and environmental logic.
- Developed four unique bosses with individual behavior trees and attack patterns.
- Created inventory, equipment, crafting materials, saving system, UI, menus, and in-game events.
- Built levels with puzzles, dynamic lighting, and interactive objects.
- Wrote documentation and iterated on mechanics based on testing and feedback.

## SKILLS

• Unreal Engine 5 (Blueprints)
• Gameplay Systems & Combat Design
• Level Design & Encounter Design
• AI Behavior Trees
• Game Feel & Animation Integration
• Game Analytics & Balancing
• Git
• Narrative Design & Writing
• Technical Documentation

## EDUCATION

Self-Taught Game Development (2024 – Present)
• Unreal Engine 5 Blueprints — learned through structured self-study and hands-on projects.
• Gameplay design, animation, level design — practiced through full development cycle of a personal project.
• Continuous learning through online communities, documentation, and reverse-engineering systems.

## ADDITIONAL INFORMATION

Languages: Russian, English,

Hobbies: Game mechanics analysis, writing, tabletop RPGs, D&D DM, Spanish