Rustam Shirlin

Narrative Designer & Gameplay Mechanic Developer

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SUMMARY

Aspiring game designer with experience in Unreal Engine 5, specializing in creating mechanics, levels and animation.

Looking to apply my skills in a creative team to develop exciting game projects.

RELEVANT PROFESSIONAL EXPERIENCE

Junior Game Designer | Independent Project
July 2024 – Present

- Developed and completed a platformer project with puzzle elements, stealth, and combat mechanics.
- Designed and implemented various types of platforms (moving, disappearing, breakable) and interaction zones (damage, healing).
- Created enemy AI that spawns upon collecting specific items.
- Set up and animated additional character animations, including idle and crouch animations.
- Developed a user interface, including pause menus, a start menu, and loading screens.
- Documented the development process, including optimization solutions and the creation of new mechanics.

SKILLS

Unreal Engine 5 Blueprints	Computer networking	Python (basic)
Level Design	Gameplay Systems	Git
Creative Writing	Game Analysis	Development Documentation

EDUCATION

Education

Self-Taught Game Development
2024 – Present

- **Unreal Engine 5 (Blueprints):** Acquired through comprehensive self-study using online tutorials and Epic Games' resources. Gained practical experience in creating platformers with combat, stealth, and puzzle mechanics.
- **Game Design and Development:** Developed foundational skills in level design, animation, and gameplay systems through independent projects and hands-on experimentation.
- **Continuous Learning:** Regularly engage with industry trends and updates via online communities and resources to stay current with best practices and emerging techniques.

ADDITIONAL INFORMATION

- Languages: Russian, English, German
- Hobby: board games, writing.
- Linkedin
- Indeed
- Facebook
- Project