



KONSTANTIN GALAEV

GAME DESIGNER / NARRATIVE DESIGNER
UNITY DEVELOPER

I develop game mechanics and features throughout the full development cycle, from concept to release. I work effectively both in teams with artists and programmers and independently: prototyping mechanics using C# in Unity, crafting engaging in-game texts, narrative, and immersive lore. Experienced in project localization and team leadership. I leverage AI/ML tools to optimize and accelerate workflows.

SKILLS

GAME DESIGN

feature ownership, mechanics design and prototyping, specifications for programmers and artists, documentation, testing, features and mechanics supervising

UNITY/C#

creating and configuring prefabs and mechanics, prototyping (C#, Unity Events), UI Toolkit, basic knowledge of Addressables, custom Editor tools, legacy code maintenance

NARRATIVE

story, lore, dialogues, in-game texts, tutorials

LOCALIZATION

design and integration of localization systems, glossaries/guidelines, vendor management, quality and budget control

WORKFLOW

Git (branching/PR), Jira, sprints

AI/LLM

ChatGPT, Claude, Google AI Studio for draft code, spreadsheet automation, art and text generation

LANGUAGES

English: B2
Russian: Native Speaker

LOWKICK STUDIO

2022–2025

GAME DESIGNER / UNITY DEVELOPER

- I have designed the building and crafting station system (300+ elements).
- I have created 18 unique puzzles and 30+ interactive objects and mechanics for adventure locations; I also assisted level designer with new locations.
- I developed NPC interactions, dialogue/quest system, release tutorial.
- I took part in localization system design and rollout for 10 languages (text database structure, machine translation integration, glossaries).
- I have been supervising PC-to-Android porting (6 people; UI adaptation, asset optimization, performance targets achieved).

ROYAL ARK

2018–2019

NARRATIVE DESIGNER

DAWN OF ZOMBIES

SURVIVAL RPG, РЕЛИЗ

<https://play.google.com/store/apps/details?id=com.survival.last>

- I have developed story, lore, dialogues, in-game texts, and tutorial.
- I have totally organized localization: text database, vendor communication, linguistic testing.

GAME INSIGHT

2012–2017

EDITOR-IN-CHIEF

20+ MOBILE GAMES
MYSTERY MANOR, THE TRIBES, AIRPORT CITY, DRAGONS OF ETERNITY, GUNZ OF BOOM, ETC.

- leading writers, editors, and localization specialists (20+ people).
- supervising up to 10 updates per month.
- I have developed and implemented a unified text pipeline across 10+ teams.
- I have optimized vendor workflow, reducing localization costs by 30%.