

Anna Artiukhova

Junior Game Designer | Unity Developer (2D & 3D)

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Profile

Junior Game Designer with hands-on experience in creating complete 2D and 3D games in Unity using C#. Focused on gameplay systems, level design, and UI to craft engaging, well-balanced player experiences. Experienced in both the creative and technical sides of game development.

Key Skills

- Game Design: Core mechanics, progression, balance, player feedback, concept development, designing gameplay systems
- Unity Development: 2D & 3D gameplay, physics, animation, scene management
- Programming: Clean, maintainable C# scripts for player control, AI, combat, and system logic; reusable architecture design
- Level Design: Tilemap workflows, enemy placement, pacing, spatial flow, playtesting & iteration
- UI/UX: Health bars, menus, HUD, game flow systems; creating UI mockups and interface prototypes in Figma
- Documentation: Structured GDDs, feature breakdowns, technical notes, visual flowcharts in GitBook; writing technical specifications for programmers, designers, and artists
- Market & Competitor Analysis: Researching gameplay trends to support design decisions and feature planning
- Tools: Unity, Visual Studio, WPF, XAML, Git, GitBook, Photoshop, Adobe Premiere Pro; hands-on experience with AI tools

Experience

Independent Game Project – Solo Developer / Designer (2024 – Present)

Developed a pixel-art 2D action RPG-like game in Unity. Designed and implemented all core systems, including combat, enemy AI, level progression, and UI. Balanced gameplay for smooth player experience across multiple levels. Playable on Itch.io:

<https://lailllue.itch.io/2d-game-demon>

<https://lailllue.itch.io/2d-escape-game>

Personal Projects / Prototypes (2023 – 2024)

Created multiple 2D and 3D gameplay prototypes exploring AI, combat, and progression systems.

Education

Selected Courses (Coursera)

- Introduction to C# Programming and Unity
- More C# Programming and Unity
- Game Design and Development 1: 2D Shooter
- Game Design and Development 4: 3D Platformer
- Game Theory
- 2D Beginner: Adventure Game

Taras Shevchenko National University of Kyiv

Bachelor's Degree in Computer Science

Languages

- English – Upper-Intermediate
- Ukrainian, Russian – Native

■ Passionate about creating immersive and balanced game experiences.