

Anna Artiukhova

Game Designer (Mobile / Gameplay / Systems)
Unity (2D & 3D) | C#

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<https://laillue.github.io/LailluePortfolio/>

Profile

Game Designer with experience owning gameplay systems and features from concept to implementation in Unity-based projects. Focused on core loops, moment-to-moment feel, level pacing, onboarding, and player feedback. Comfortable working with prototypes, documentation, and iterative design based on playtesting and qualitative insights.

Key Skills

- Core loop definition, player verbs, success/fail states
- Moment-to-moment gameplay feel (timing, feedback, readability)
- Level design, difficulty ramping, session pacing
- Onboarding & FTUE flow design
- Prototyping, playtesting, and iteration
- Design documentation, feature specs, tuning sheets
- Cross-functional collaboration
- Tools: Unity, C#, Figma, Git, GitBook

Experience

Independent Game Projects — Game Designer (2023 – Present)

- Owned gameplay design for multiple 2D and 3D Unity projects
- Defined core gameplay loops and player interactions
- Designed and balanced combat systems, enemy behaviors, and progression
- Built and iterated on levels with focus on pacing and clarity
- Conducted playtests and implemented design improvements

Education

Bachelor's Degree in Computer Science — Taras Shevchenko National University of Kyiv

Languages

English — Upper-Intermediate | Ukrainian, Russian — Native