

Anna Artiukhova

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

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🌐 [My portfolio website](#)

Profile

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, gameplay system design, player experience & pacing design
- System Design & Feature Ownership: Designing interconnected gameplay systems, defining feature scope and dependencies, leading features from concept to implementation and release
- Prototyping & Iteration: Building and validating gameplay prototypes, iterating based on testing, improving mechanics and user experience
- Unity Development: 2D & 3D gameplay, physics, animation, AI behavior implementation, scene management
- Programming: Clean, maintainable C# scripts for player control, AI, combat, and system logic; reusable architecture design
- Level Design: Tilemap workflows, spatial composition, encounter design, pacing, playtesting & iteration
- UI/UX: Designing HUD, menus, game flow systems; building interface prototypes and mockups in Figma
- Documentation: Clear GDDs, concept documents, feature breakdowns, flowcharts, and technical specifications for developers, artists, and designers
- Market & Competitor Analysis: Researching gameplay patterns and trends to support design decisions
- 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 a smooth player experience across multiple levels.

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
- Creating 3D Stealth 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.