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# PORTFOLIO

LENARTOVYCH VLADYSLAV



# ABOUT ME

I have solid experience as a Game Developer and have always been excited about designing games based on my own ideas. This led me to pursue a career as a Game Designer, where I can combine my technical skills with creativity.

I don't just love playing games—I love analyzing them, understanding different genres, and figuring out what makes them fun. This drives my passion for creating unique concepts, telling immersive stories, and designing experiences that really connect with players.

I'm ready to work as part of a team, bringing my ideas to the table and staying open to feedback. I enjoy contributing creative solutions and working together to reach our shared goals.

## HARD SKILLS

- Unity
- Unreal Engine
- Git
- Chat GPT
- Google Tools
- Project Management Systems
- Figma

## SOFT SKILLS

- Creative Thinking
- Problem Solving
- Flexible
- Feedback Receptive
- Collaborative

## LANGUAGES

- Ukrainian
- English

# EDUCATION

## MASTER: SOFTWARE ENGINEERING NTU KHPI (2018-2024)

While studying at the university, I learned how to program in different languages, use algorithms, data structures and DB, how to design, manage and support projects.

In the 2-3 years of education, I studied under the [uicode](#) program, where I gained a lot of practical teamwork skills, in particular in game development. Most successful project there was a web game similar to Hearthstone - [Heroes of the Earth](#).

# COURSES

[GAMIFICATION](#)

[COMPLETE GUIDE TO GAME DESIGN](#)

[EVOLUTION OF GAME DESIGN](#)

[LEARN THE ART OF LEVEL DESIGN](#)

# WORK EXPERIENCE

2020

## PROBOX INTERNSHIP (GD)

Worked on a Duolingo-like educational game for the Chinese market. Mostly developed game logic, server parsing, and UI.

2021

## SAIN.T.WTF GAME DEVELOPER

Developed various casual games from scratch. Created game logic, levels, effects, and UI. Integrated 3D models, animations, various SDKs for monetization and tracking. Participated in the support of the hit game - [Mow My Lawn](#).

2022

## MOBI SCREEN APPS GAME DEVELOPER

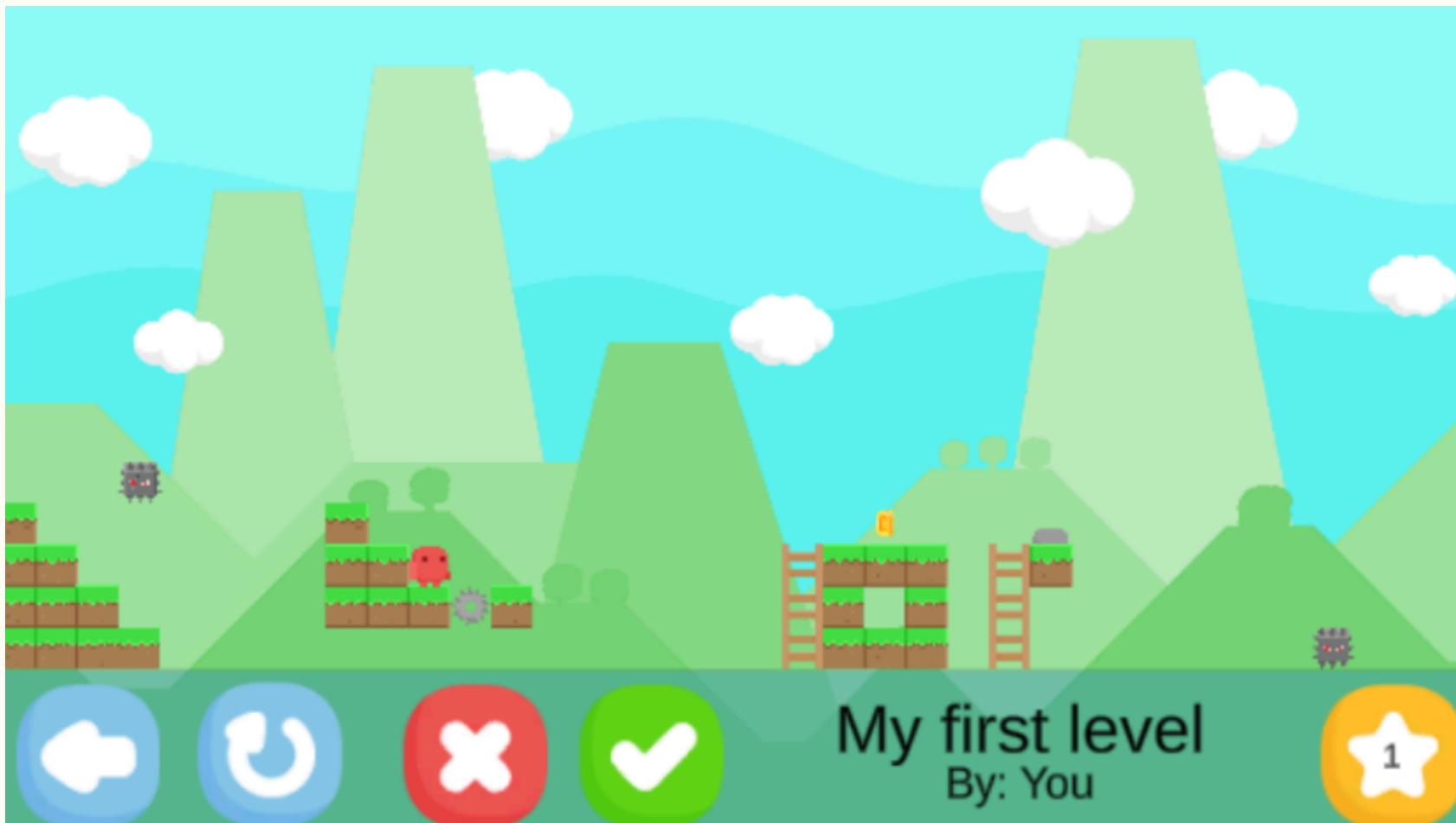
Took care of the full cycle of casual game development. In addition to creating mechanics, levels, game balance, and UI. He was engaged in searching and adding the necessary assets, such as 3D models, animations, effects, and sounds.

# BUILD & RUN

Simple 2D platformer with possibilities to make and play your own levels. You can then publish these levels for others to play and rate. The game also features an achievement system for active players.

That was my first game, which I solo made with Unity for a course work on "database".

[DESKTOP BUILD LINK](#)



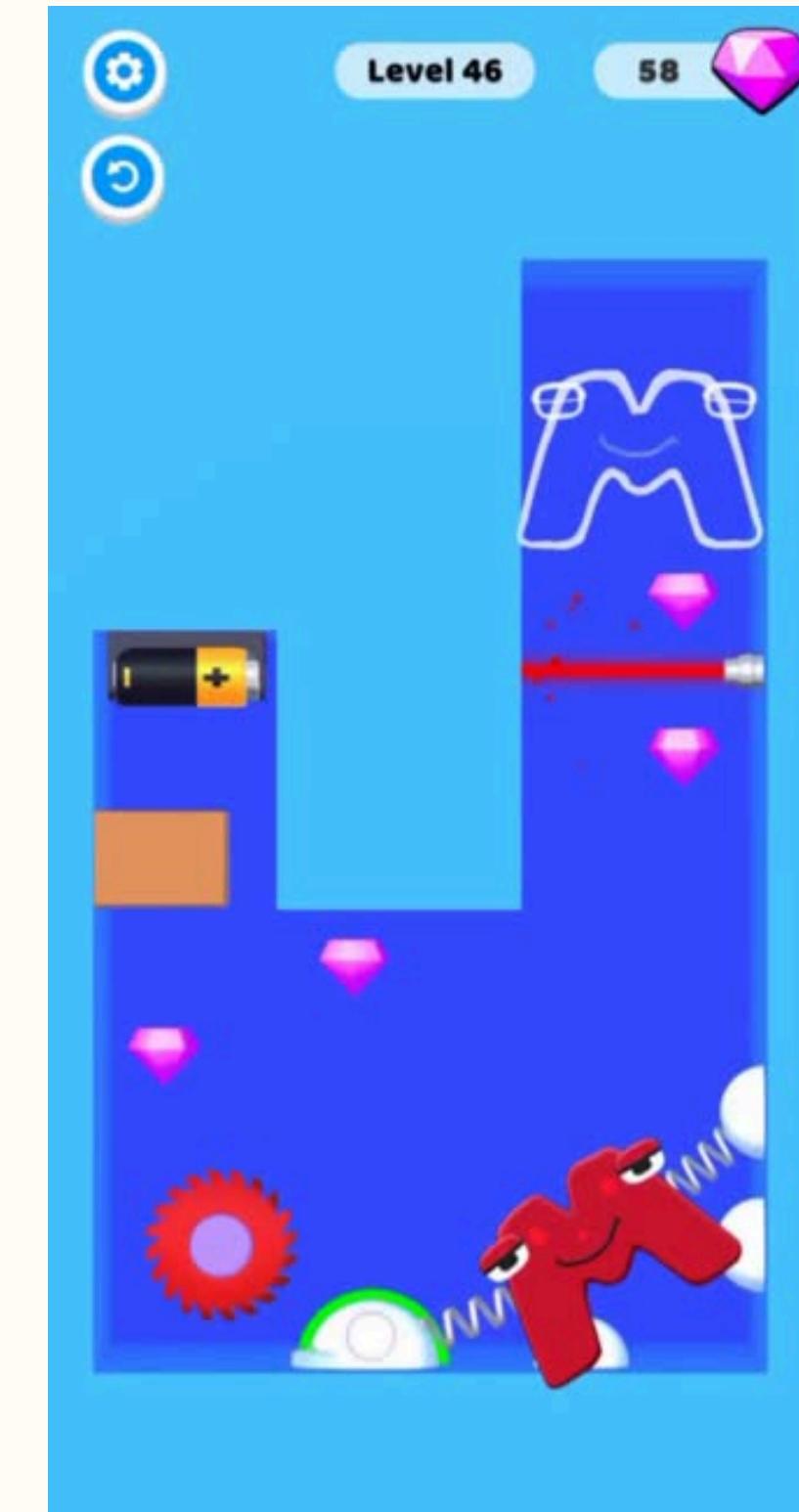
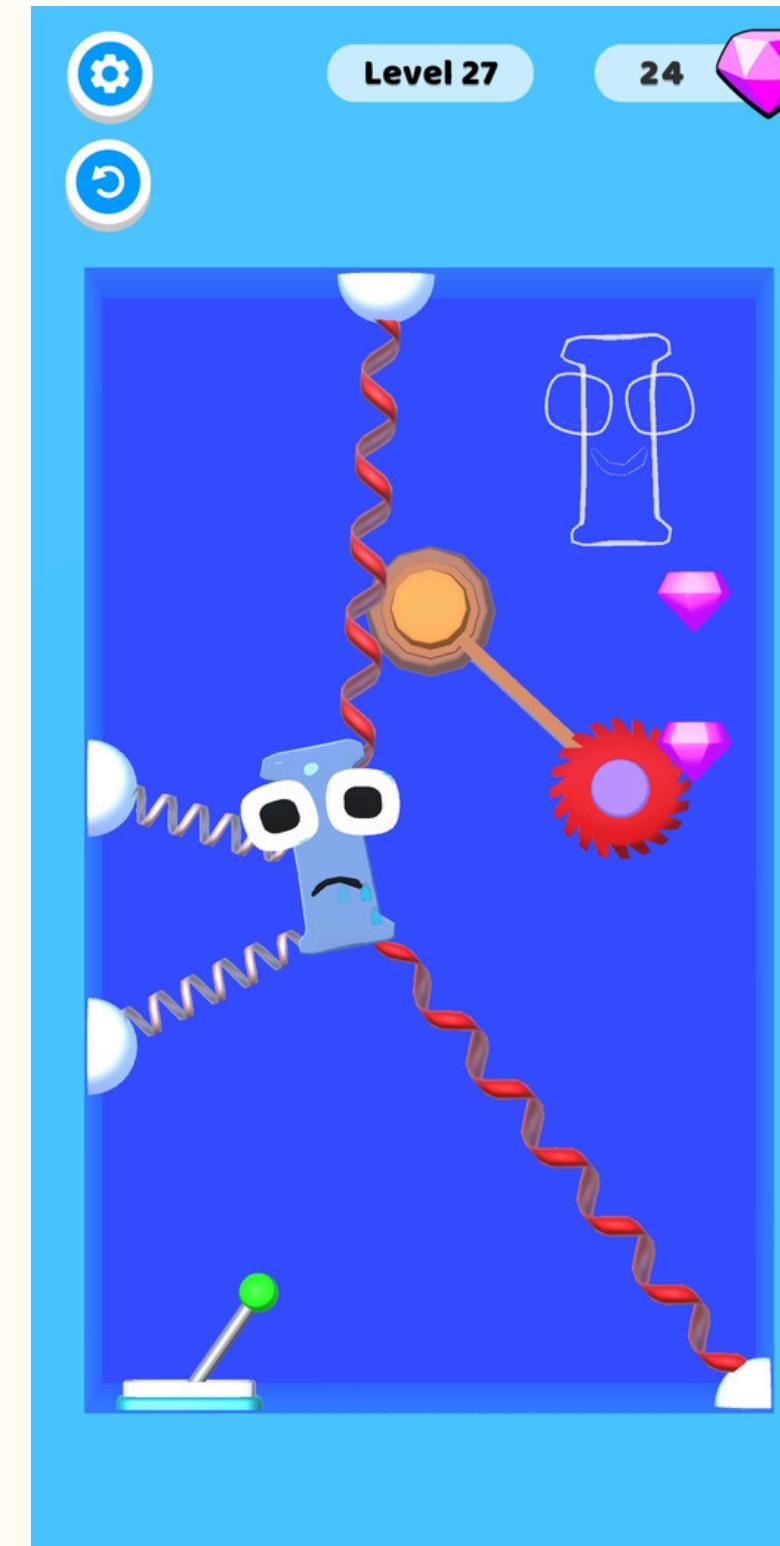
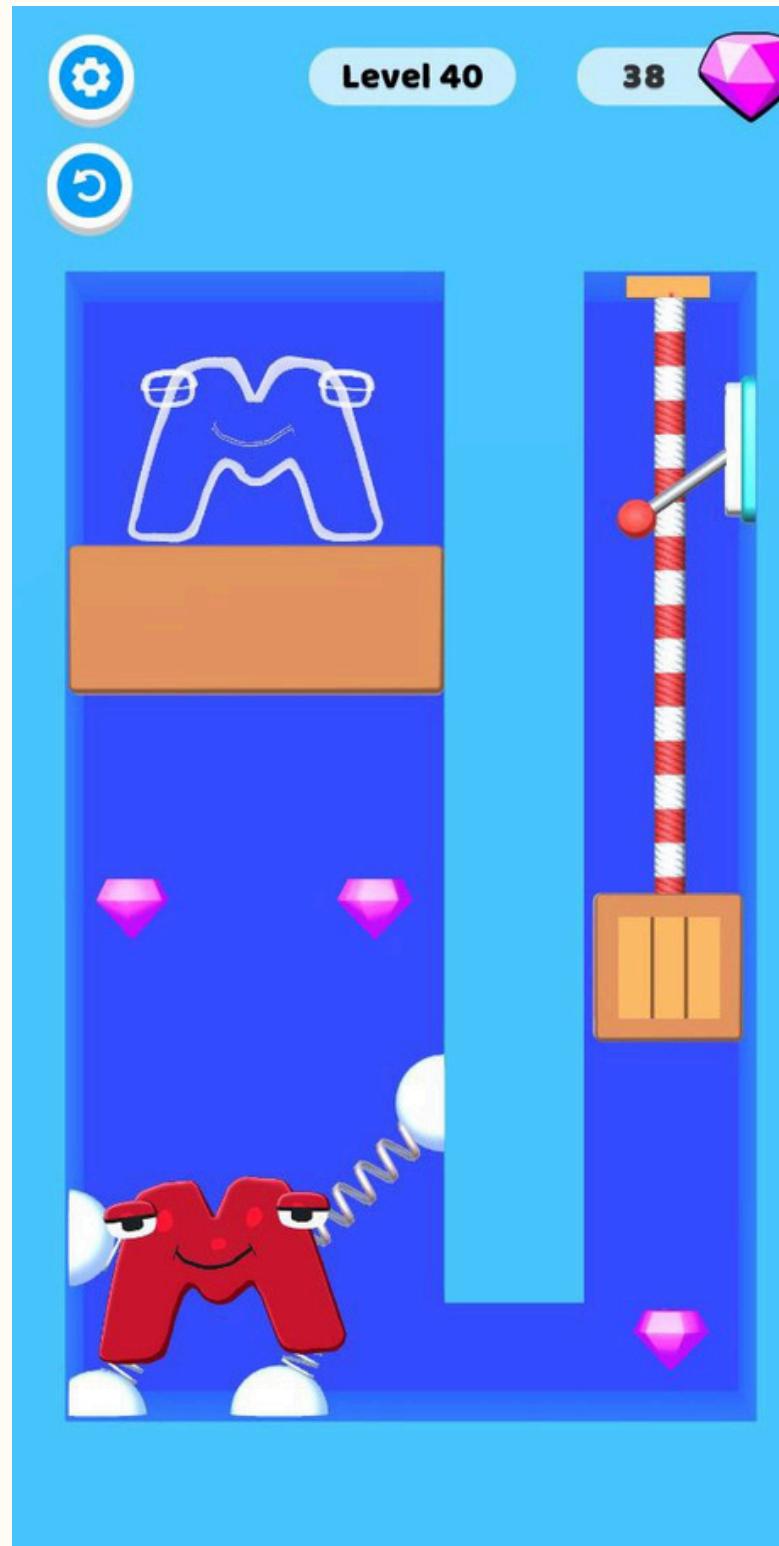
# ALPHABET LORE QUEST

Game in which you as a letter need to solve puzzles to advance through the levels. But be careful don't stretch your limbs too much.

I built all the movement and puzzle mechanics, created over 50 levels and add shop with different skins.

[APP STORE LINK](#)

[APK LINK](#)

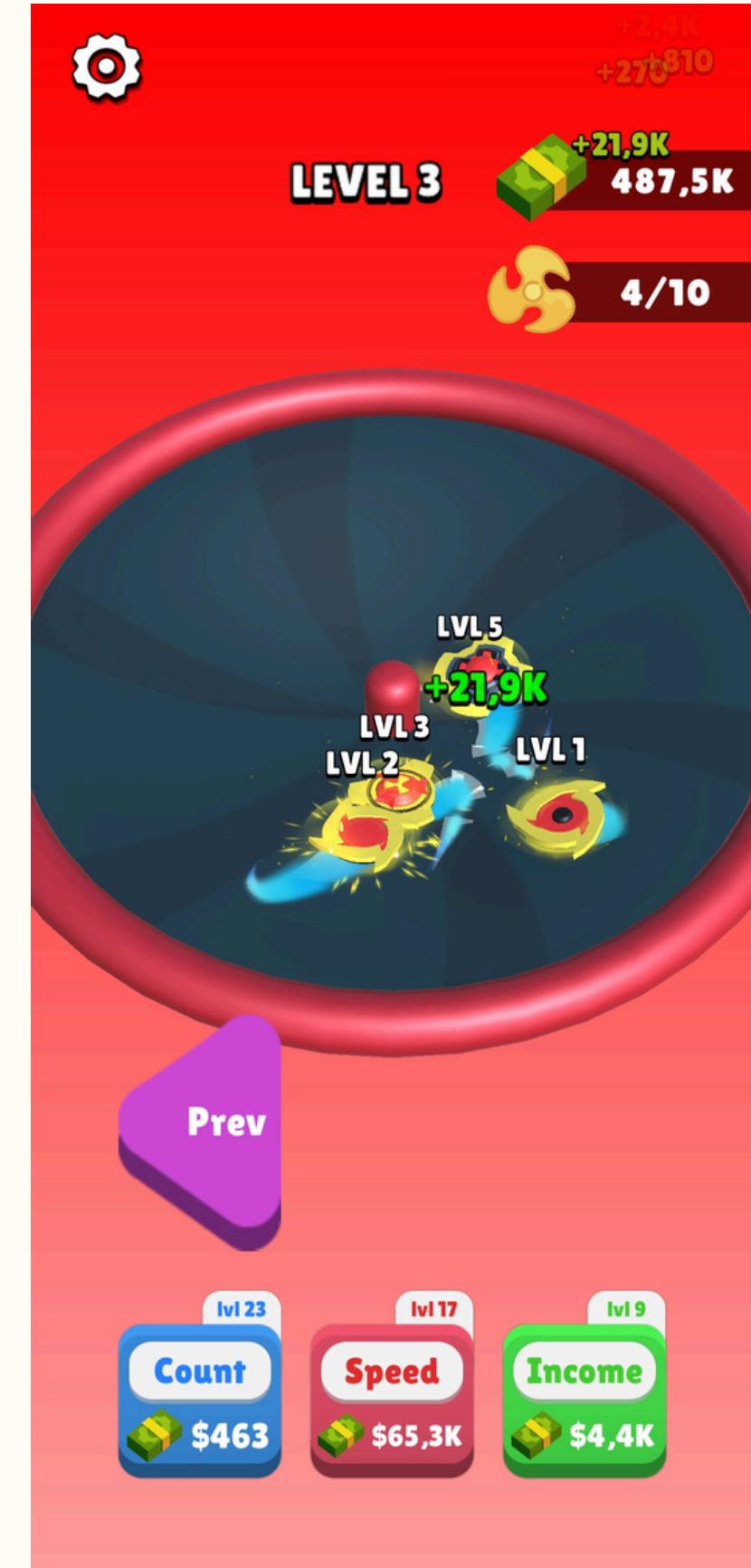
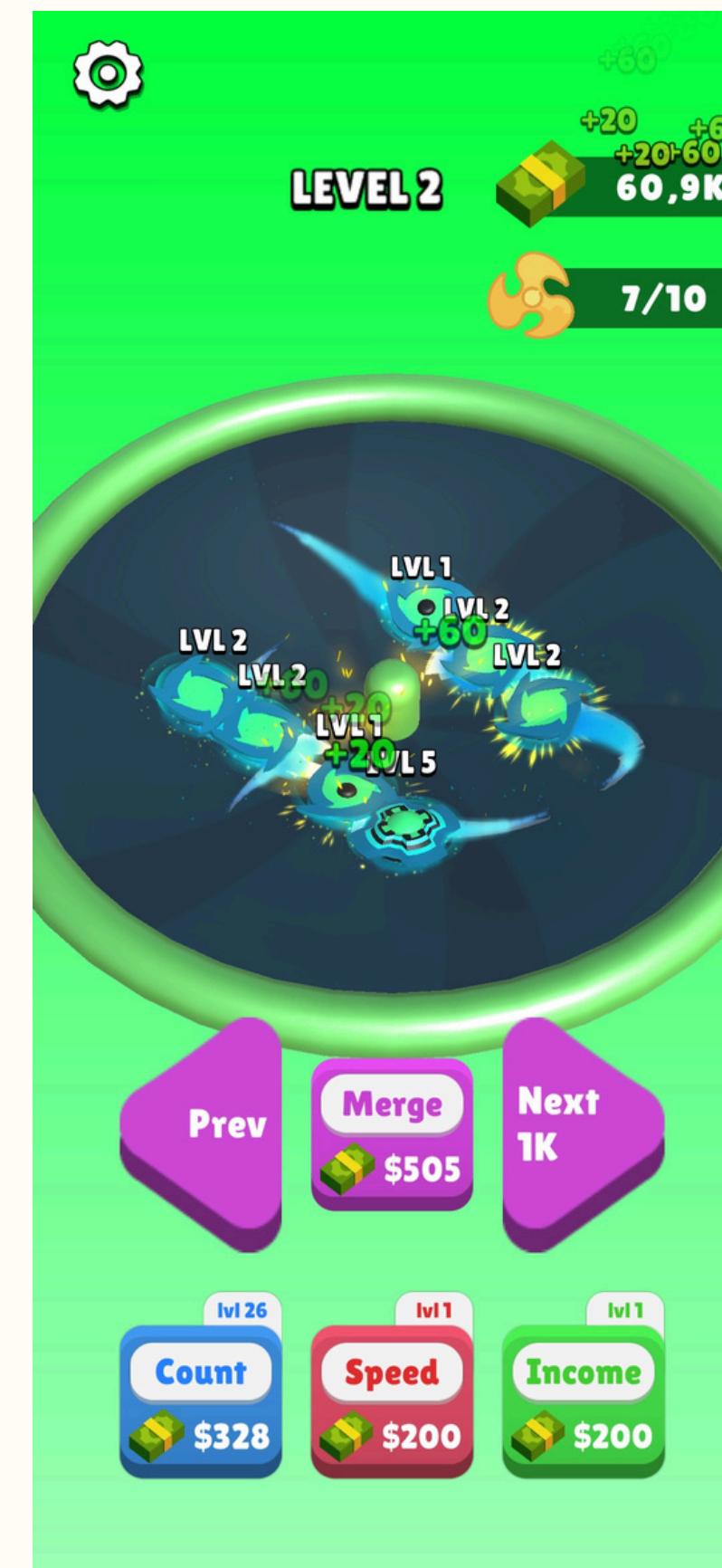


# SPINER IDLE ASMR

The IDLE game is inspired by the cartoon “Beyblade”. In it, spinners constantly fight in the arena to earn money. You need to buy and upgrade spinners to increase your income and unlock new levels.

I created the gameplay, designed the look of the spinners and arenas, and balanced the game's economy.

[APK LINK](#)



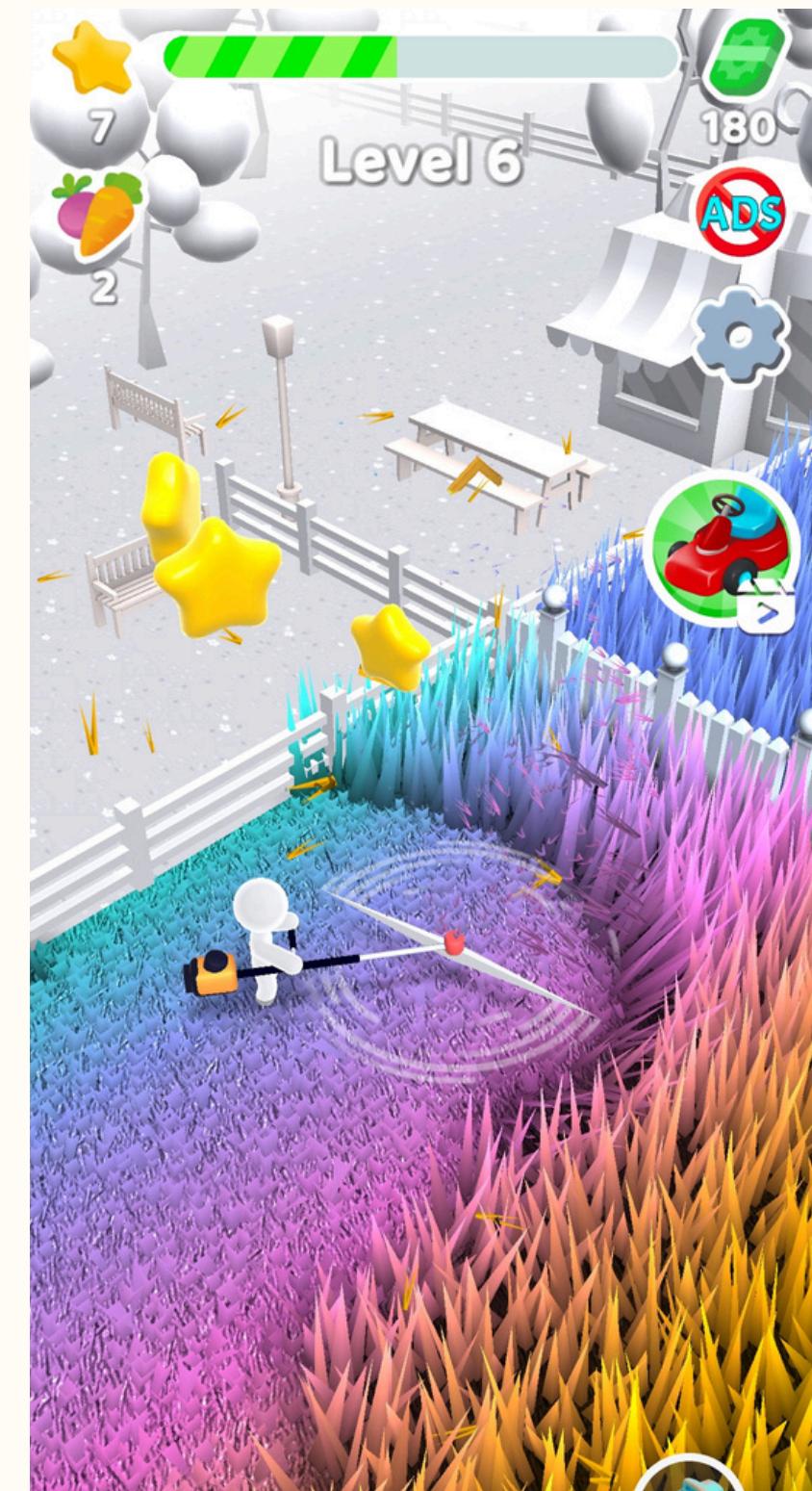
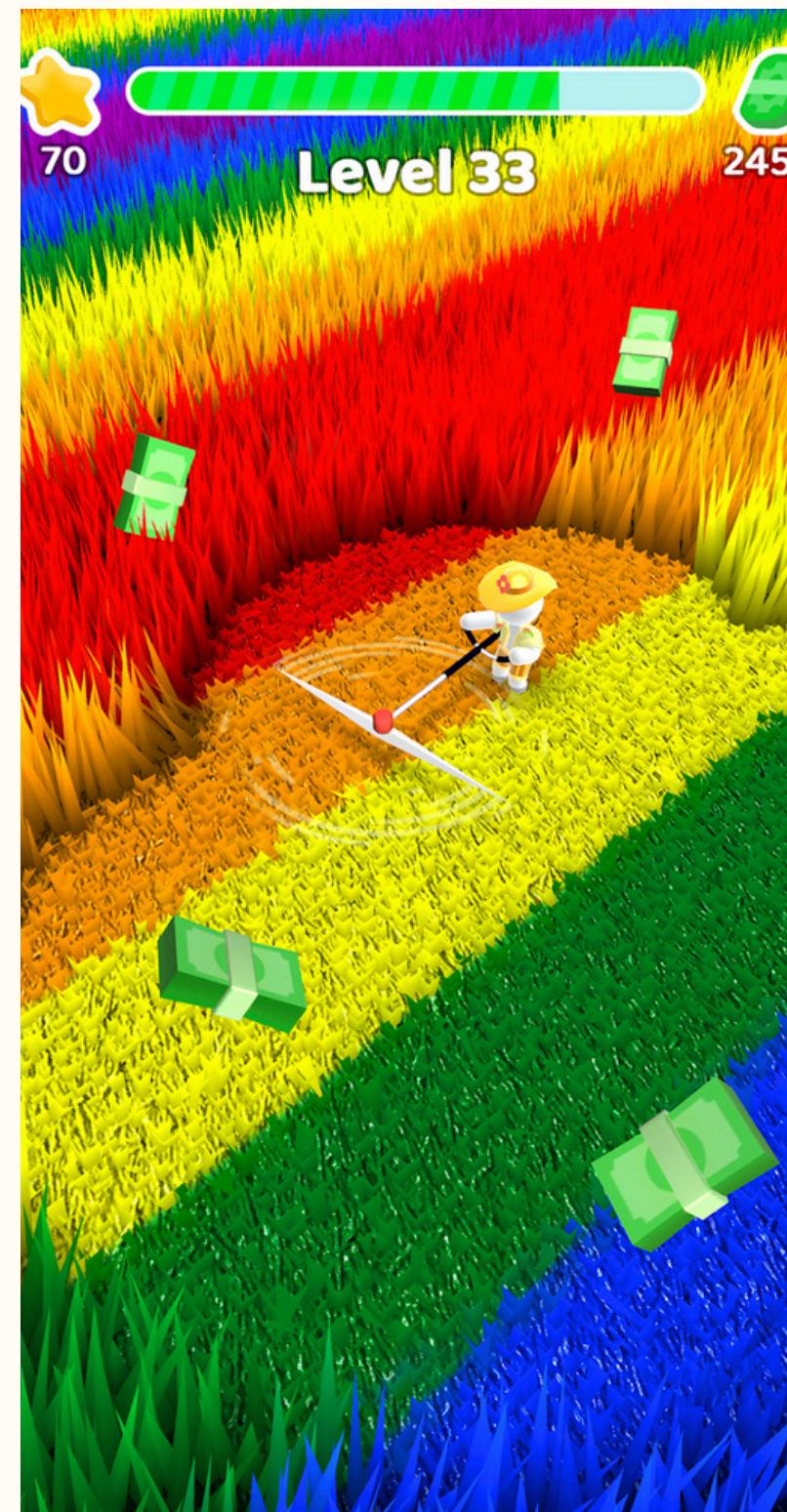
# MOW MY LAWN

A cute ASMR game where you just mow the grass on the neighbors' lawns.

I participated in the support of the game, implemented the skin store, created new locations and grass fields, and worked on the companions AI.

[GOOGLE PLAY LINK](#)

[APK LINK](#)

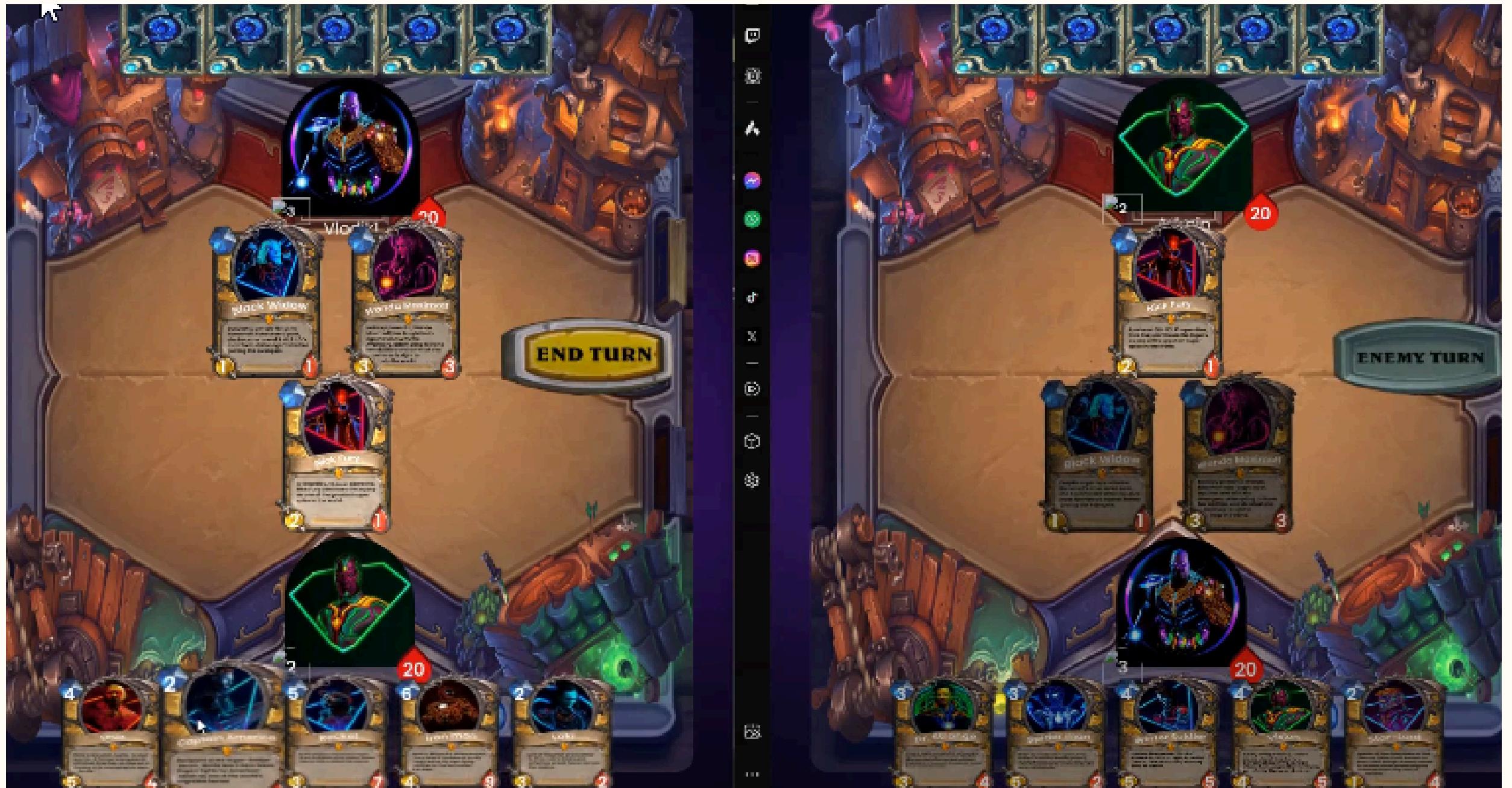


# HEROES OF THE EARTH

Simple online card game, similar to Hearthstone but with Marvel Heroes.

My role was to develop backend (php), all corresponded game logic, and implement cards properties.

Was developed as part of a cooperative learning course at my university.



[GIT REPOSITORY LINK](#)

# ALIEN ATTACK

This is a game about an ever-hungry alien who must constantly eat to survive and evolve. After each race, you can slightly improve its initial parameters.

I created monster behavior, a progression system, and built a whole city to eat.

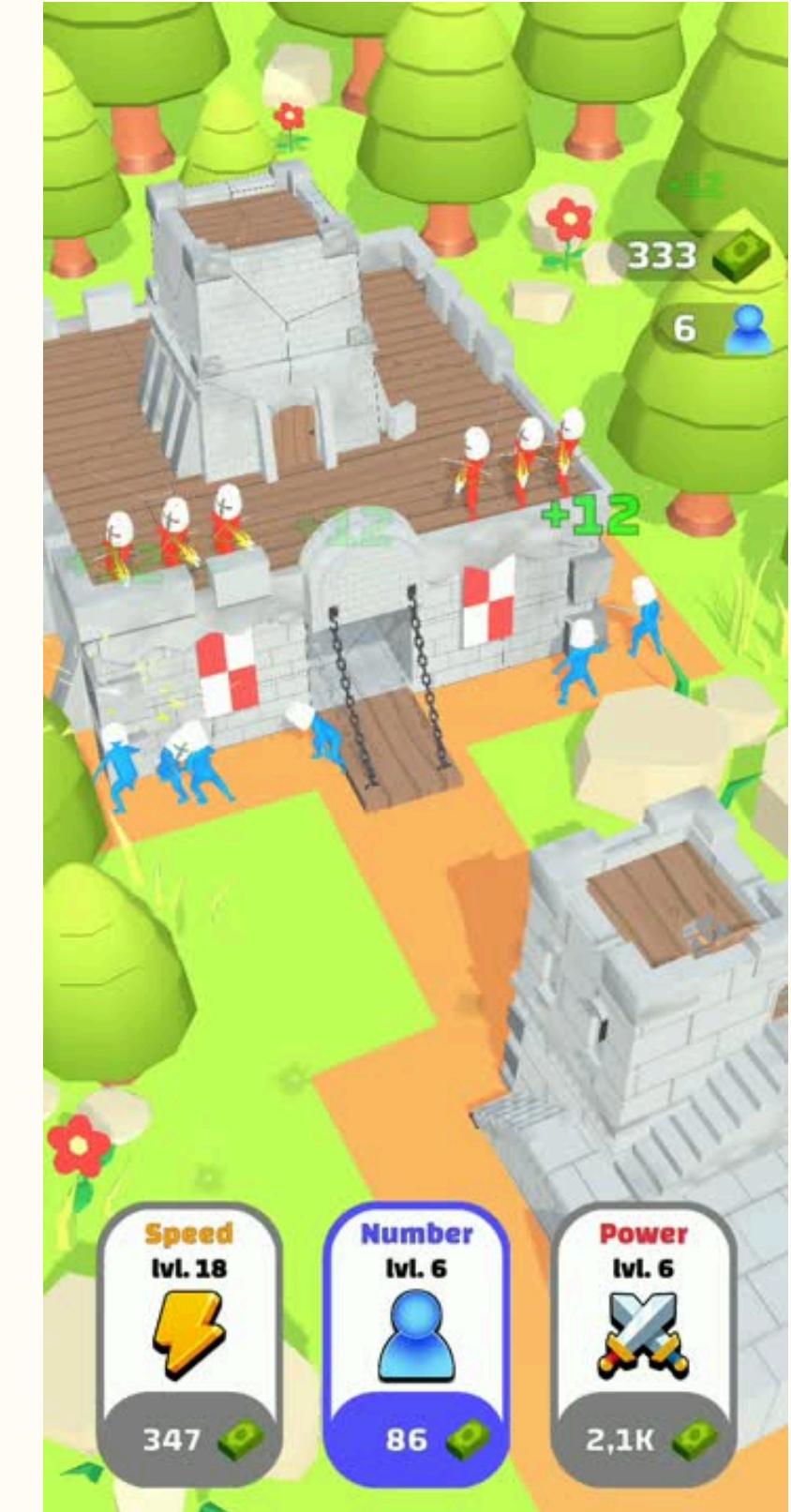
[APK LINK](#)



# IDLE SOLDIER

Idle game in which you need to destroy the base of opponents, constantly improving and replenishing your own army, in different historical eras.

My role was to fully implement the mechanics, balance the gameplay, and create a bunch of levels with Unity.



[APK LINK](#)

# DUMB BALL

Football runner where your goal is to get to the gate while trying to avoid referees, enemy team members, and other obstacles in order to score as many goals as possible.

My role was to fully implement the gameplay. Create and balance the levels.

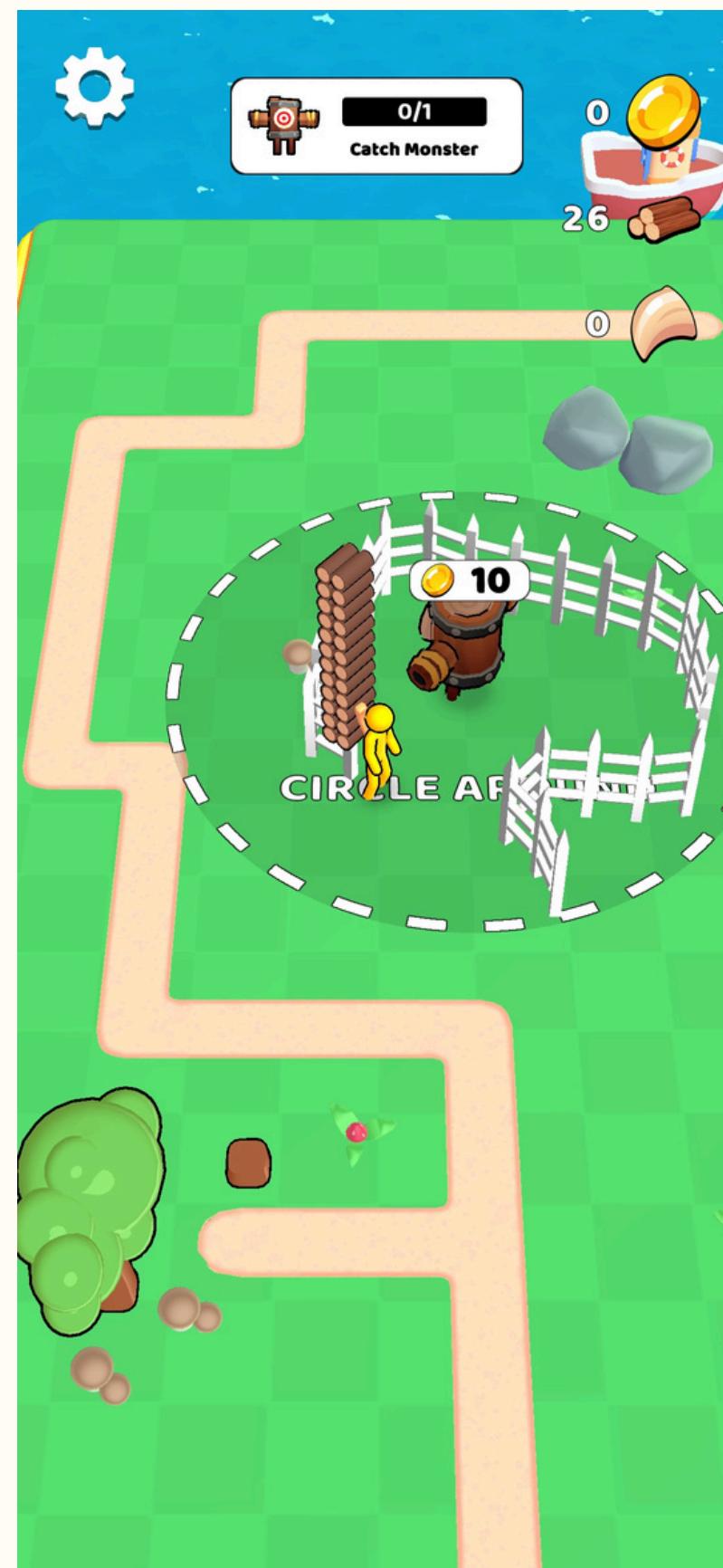
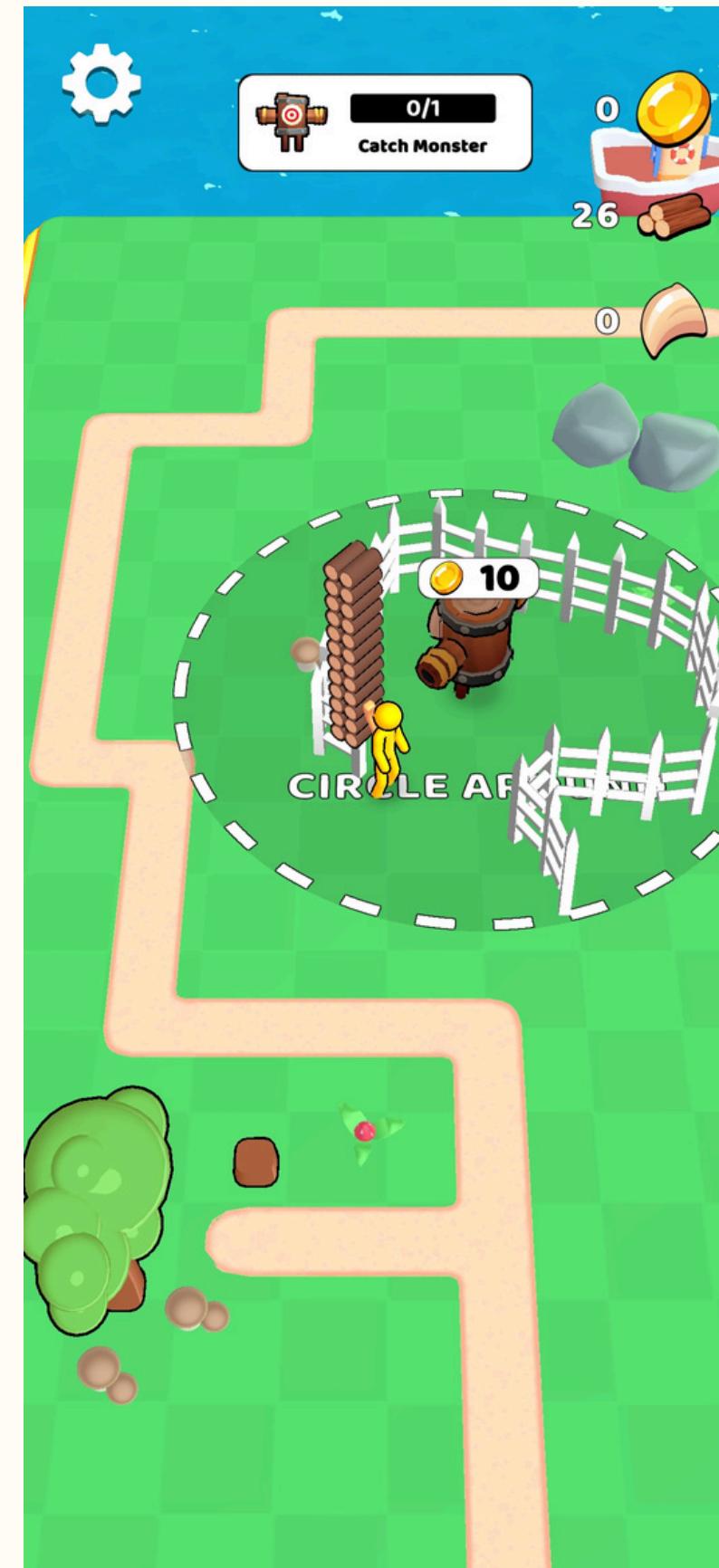


[APK LINK](#)

# MONSTER HUNTER TYCOON

The game loop consists of a few parts: first, you take on the task of catching a certain monster. Next, you go to cut down the forest and using the chopped wood you catch the monster by building a fence around it. After all, you sell the prey and upgrade your character.

I developed chopping, catching and upgrading mechanics of this game.



[APK LINK](#)