

Vladyslav Lenartovych

Game Designer

Personal details



Vladyslav Lenartovych



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Skills

Project management systems



ChatGPT



Git



Unity



Unreal Engine



Languages

Ukrainian



English



Profile

I have decent experience as a Game Developer. I have long dreamed of designing games based on my own ideas and concepts, so I want to try myself as a Game Designer.

I love playing and analyzing games of various genres. And I also love creating different, interesting concepts and stories.

I am ready to work in a team, provide unique and interesting ideas, and fully dedicate myself to achieving common goals.

Education

Master: Software engineering

Sep 2018 - May 2024

NTU KhPI, Kharkiv

In the 2-3 years of study, I studied under the ucode 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.

Also, while studying at the university, I developed a platformer game with the ability to create and save your own levels (like in Geometry Dash).

Employment

Game developer

Apr 2021 - Jan 2022

saint.wtf, Remote

Worked on various casual games.

Participated in the support of the hit game - Mow My Lawn.

If necessary, I can provide APK files of other games I worked on.

Game developer

Oct 2022 - May 2023

Mobi Screen Apps

Worked on a variety of casual games.

One of the most successful games is Alphabet Stretch: Lore Quest.

Also, if necessary, I can provide APK files of other games I worked on.

Courses

Gamification

Jun 2024

Gamification

The course is about how to get people engaged in any process by implementing game elements.

Learn the ART of Level Design

Nov 2023

Learn the ART of Level Design

A course on how to create interesting and diverse levels in practice.

I consent to the processing of my personal data for the purpose of recruitment for the position to which I am applying.