DMITRII MOCHALOV

Game Designer

CONTACT

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📍 Serbia, Belgrade

SKILLS

- Problem-Solving
- Strong technical background
- Teamwork
- Time Management
- Game Design
- Documentation adept

LANGUAGE

- Russan (native)
- English (B2)
- German (A2)

Profile

I love games, they are my passion. I have over 25 years of gaming experience across various genres, primarily MMORPGs, RPGs, FPS and some mobile F2P games.

In my free time, I am learning Level and Game Design and prototyping with UE5. I love working in team for a big project.

Education

Online courses and tutorials

Various platforms   2024 - 2025 (ongoing)

Over the past 9 months, I have focused on developing practical skills in Unreal Engine 5 with a particular emphasis on gameplay prototyping, interaction design, and scripting with Blueprints.
I have completed multiple in-depth courses (40–70 hours each) from DruidMechanics on Udemy, covering topics such as:
- Building gameplay systems with Blueprints
- Introduction to C++ for Unreal Engine
- Creating player interactions, triggers, pickups, and AI behavior.
Currently, I am learning Game Design more deeply with different courses and making GDD docs for my prototypes.

Bachelor's degree, Computer Programming

Irkutsk State University   2007 - 2012

Experience

Content Delivery Manager
Wargaming   09/2024 – Present

- Delivered full-cycle development of new in-game content in line with production workflows and quality standards.
- Updated Jira automation rules for our team, reducing our manual workload by 20%. Created a Python script to assist my team lead with content review, saving 8+ hours per week.
- Developed a Python-based automation tool with Jira, Confluence, SVN and local files integration — cutting manual operations by an additional 60%.
- Created a Python script that automatically checks more than 1300 tasks in Jira every morning and give the team a structured table with the operational tasks for the day. This saved for us another 30 minutes in the morning meeting each day.
- Documented and refined existing operational guides, ensuring consistent implementation across teams.

Game Stores Engineer
Wargaming   02/2023 – 08/2024

- Operating ingame and web WoWs stores(Armory, Premium Shop). Atlassian (Jira, Bitbucket, Confluence). Quality Control, prod releases. Prossecces optimization and automation.
- Collaborated with monetization and content teams to balance in-game store features.
- Feature owner: Analytics and seo improvements in Armory store. From analysis/report to production release.

Senior frontend developer   05/2014 – 12/2022
1PS.RU - Digital Agency

- Template or functional improvements with HTML, CSS and a little help of JS, PHP and Git. SEO optimization.
- New features or services integration. Hosting/VDS-servers setup and support.