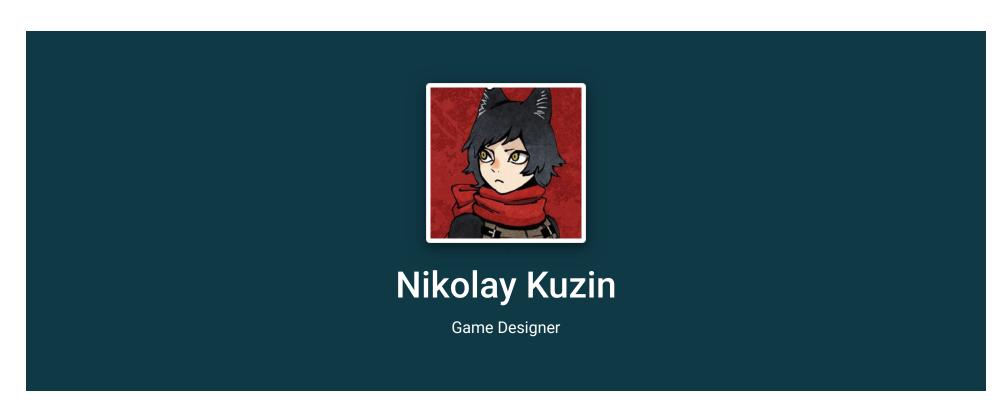
Nikolay Kuzin https://ozen27.github.io/



About Me

Greetings! I'm Nikolay Kuzin, a passionate **game designer** with a strong focus on system and narrative design. I love both the art and craft of game development, and I take pride in my ability to create clear, effective documentation.

I have a keen interest in all genres and platforms. I quickly master new horizons thanks to my analytical approach and total immersion in the work context. While I specialize in hardcore action games and turn-based strategies, my expertise is by no means limited to these genres.

Bio

⊞ Age 25

☑ Email sovereign.ozen@gmail.com

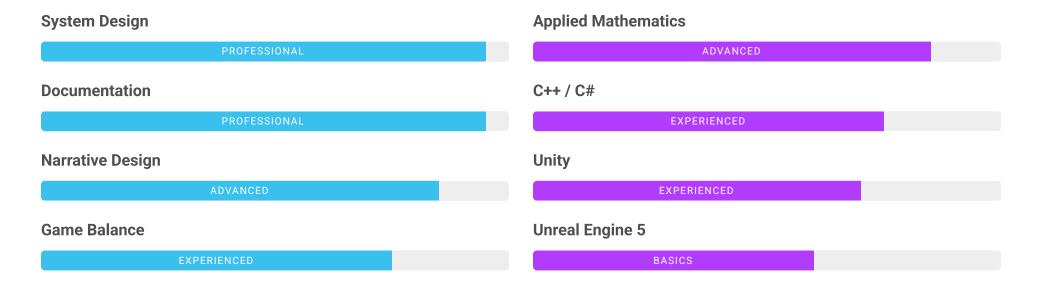
Contract Phone +7 (924) 208-64-05

City / Country Moscow / Russian Federation

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Professional Skills



Work Experience



January, 2024 - Present

Game design, narrative design and minor C# scripting. Winner of VK Play Laboratory with the game Echelon.

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Education

Masters in Design from HSE University

2023 - 2025

Specialization: Game Design.

Thesis topic: Leverage Points Analysis and Non-Structural Leverage Points Analysis as Tools for Analyzing Game Systems.

O Bachelor of Applied Mathematics & Computer Science from Far Eastern State Transport University

2018 - 2022

Thesis topic: Numerical Modeling of Waterpermeability During the Incomplete Watersaturation of the Earth Medium.

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