



Nikolay Kuzin

Game Designer

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
☎	Phone	+7 (924) 208-64-05
📍	City / Country	Moscow / Russian Federation

Professional Skills

System Design

PROFESSIONAL

Documentation

PROFESSIONAL

Narrative Design

ADVANCED

Game Balance

EXPERIENCED

Applied Mathematics

ADVANCED

C++ / C#

EXPERIENCED

Unity

EXPERIENCED

Unreal Engine 5

BASICS

Work Experience



Game Designer at Necontora

January, 2024 - Present

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

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.



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.