Good afternoon!

Please consider my candidacy for the position of Game Feature Owner.

I was interested in the company not only for its projects, but also for its philosophy, which I learned about when I first visited your website. nekki.ru

Based on my own experience, I can be useful in the Game design department, as a Game Designer or Narrative Designer. Also, I am ready to consider other vacancies that match my skills and experience.

Hard skills: technical specification writing skills, basic knowledge of Adobe Photoshop, After Effects, Premiere Pro, Unity 3D, Unreal Engine 5, decomposition skills, basic knowledge of probability theory.

Soft skills: analytical mindset, ability to formulate ideas verbally and in writing (I can even draw), extensive experience in selecting references, extensive gaming experience in various genres and on different platforms, teamwork, sociability, adequate attitude to criticism and iteration, strong time management, knowledge of basic methods monetization, understanding of the psychology and motivation of players, knowledge of the basic metrics of game analytics, the ability to see the result through the eyes of the consumer / player.

My experience in developing my own games: 2D platformer (Unity), visual novel (Renpy), 3D survival simulator (Unreal Engine), 3D Action RPG (scenario in progress). During the development process, he worked on UI design, animation, sound design, and narrative design. What can I do for you: my experience in development will help you effectively interact with related departments (do not require what is impossible and make the most of the platform's capabilities)

My irrelevant experience allowed me to study consumer psychology.

Project management skills help to see the situation not only from the specialist's side, but also from the user's side.

Extensive experience in working with data will allow for effective analysis to achieve financial performance.

The experience of working with documentation and archive will allow you to keep documentation correctly and clearly for all users.

Strong time management will allow you to complete all tasks on time and meet deadlines.

Watching and extensive gaming experience will ensure a continuous flow of ideas, which will allow you to keep up with competitors and introduce new, unique mechanics.

My purpose is to create a unique gaming experience for a large number of users, to create unique emotions that will allow users to immerse themselves in the atmosphere of the game. In the process, improve existing skills and acquire new ones. To work in a team of passionate professionals.

You can find some examples of text works and screenshots of the prototype of the project under development at the link

https://drive.google.com/drive/folders/1BlaYuzx04BTz1nANeT1iv6VUwabr4a-l

I hope that you will find my skills and experience sufficient for further cooperation! Sincerely, Ivan.

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