

WIZZARDI

OLEKSANDR STRELCHENKO

GAME DESIGNER WITH OVER A YEAR OF DEVELOPMENT EXPERIENCE.

I SPECIALIZE IN **DESIGNING** GAME **MECHANICS**, **LEVELS**, AND **GAMEPLAY BALANCING** TO DELIVER A **HIGH-QUALITY GAMING EXPERIENCE**.

GAMES

ANATHEMA'S SYMPHONY

An ambitious project by the young studio **Obsidian Maze**, a 6-person team.

A top-down rhythm-shooter, developed with **Unreal Engine 5**. Our game combines battles with a variety of monsters, hardcore rhythm segments, and intense boss fights.

Game teaser 24.07.2024

> Add the game to your **wishlist** to support the project and get notified when it's released!

> You can join our **Discord Server** to stay updated on development and participate in closed game testing.

Role in the Project — **Lead Game Designer**

Responsible for **core gameplay design**, **level design**, **difficulty balancing**, **GDD**, and **UX design**.

A **gameplay prototype** of a boss fight level.

This prototype was used to **test game mechanics** and their **readability** in **fast-paced** and **challenging scenarios**.

After several iterations of **testing and adjustments**, we were able to **double** the average **playtime** and **enhance** overall **player feedback** among unique testers.

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THE MERCURY LAKE

My **experimental side project** — a prototype of a **card-based roguelike** with procedurally generated rooms and environments using a random seed.

Everything in the game, from **music** and **sounds** to **animations**, **art**, and **code**, was entirely created by me.



Mechanics and Features

CARDS AND COMBINATIONS



Each card has a variety of **characteristics** and **features**, such as **type**, **level**, **buff**, **modification**, **unique version**, and more.



Some cards have variations and modifications.

For example, broken cards do not require energy but disappear for the rest of the fight after being used.



Each card has a variety of **characteristics** and **features**, such as **type**, **level**, **buff**, **modification**, **unique version**, and more.

THEY ARE NOT REAL

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THE ROAD SHOP

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GET IN TOUCH

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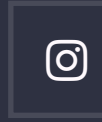
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