

# Kozlov Maxim

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Creative, team minded Game Designer with 5+ years of experience in game industry. Passionate about innovative storytelling, scripting, and level design. Looking to leverage my design-thinking skills and programming experience in new projects. It always makes me happy and inspired to see the results of my work impact on the players.

- C#, Python
- Adobe Photoshop, Mixamo, Unity, Git
- Game prototyping, Game Balance, Game Design Documentation

## Work Experience

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### COLIBRI GAMES

Indie Game Designer & Unity Developer, *June 2022 – Present*

- Writing concept & technical documentation
- Creation core game mechanics
- Work closely with team designers & developers for create prototype from scratch

### SIDUS HEROES

Game Designer, *November 2021 – June 2022*

- Leadership over a team of artists and programmers
- Development of technical specifications and game design documentation according to the production plan
- Development of economic models, game cycles, algorithms of actions and game scenarios
- Participation in brainstorming and formalization of discussion results into documentation

### EPIC GAMES

Private beta tester, *March 2020 – April 2020*

- Testing of new season of the game
- Reported defects in Jira

### FORTNITE FUN

Co-Founder & Community manager, *April 2017 – June 2019*

- Creating Community from scratch
- Collaborate with sponsors, designer, content creators
- Content planning

## Education

RUSSIAN TECHNOLOGICAL UNIVERSITY, MOSCOW, RUSSIA  
Management, *2012 – 2015*

XYZ SCHOOL, MOSCOW, RUSSIA  
Game Design Courses, *2021 – 2022*

IJUNIOR, MOSCOW, RUSSIA  
Unity & C#, *Courses 2020 – 2020*