Juliana Skuratovsky

☎ +7(996)663-34-10

✉ julisinjuly@gmail.com

in https://www.linkedin.com/in/juli-ana-skuratovsky-081674267/

Bē https://www.behance.net/julianaskurato

⌕ https://github.com/julisinjuly

📍 Moscow, Russia

Applied for the position:

Game designer

EXPERIENCE

Pet project "HEADLESS", drafting and setting up mechanics. Creating moodboards and reference research. Pipeline developing and execution control, sprints. Producer, **game designer**, developer.

Pet project "Fallen", Gantt chart, setting up and tracking of tasks in Google Docs, coordination of work. **game designer**, coder.

Horror in the Slavic setting "Harvest". Gantt chart, task tracking in Jira, generating ideas and documentation maintenance. **Game designer**, lead developer.

Developer and **game designer** at the architectural bureau "Dream Park". Managing **5-6 projects** simultaneously via Gantt charts and Bitrix. Coordinating work, tracking deadlines and establishing communication between employees. Generating ideas and mechanics.

EDUCATION

- **2019-2021** Higher School of Economics Lyceum, "Oriental studies" faculty.

- **2022-2026 Game design** bachelor course, Higher School of Economics.

SKILLS

Blueprints.

C++, Visual Studio.

Python.

Unreal Engine: Sequencer, Materials, Anim BP, Behavior Trees, etc.

Adobe Photoshop, Indesign, Illustrator, After Effects, Media Encoder.

Maya, Blender, Substance Painter, Zbrush.

Jira, Trello.

English C1, Russian C2, German A2, Japanese A2.

Procreate.

RESUME

I am disciplined, well-organized and responsible. Furthermore, I have a commercial and achievement oriented mindset. I value goals, rationality, diplomacy, consistency and interpersonal respect most of all.

I excellently communicate with others. Additionally, I am skilled at solving conflicts, finding win-win solutions, managing the team (being a project manager at the "Noble Rot" studio with **20 members**), and adapting to the new circumstances.

I am skilled at generating ideas, drafting up mechanics on the fly and creating both moodboards and mindmaps. Not to mention, my ability to seamlessly integrate AI such as DeepSeek, GPT, Qwen AI and Gemini to the team workflow.

I have a hands-on experience working with Blueprints and C++. I have a solid understanding of OOP patterns and their smooth implementation into frameworks.

I have a genuine interest in prosperity and decent results of a company I am working at, because I take it personally.