

Eugene Radaev

Jr. Game Designer

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Summary

A passionate designer with a lot of unprofessional experience. I'm well-versed in Unity programming, so I can prototype and implement features on my own if needed. I have at least some experience in most gamedev disciplines, so I can clearly communicate with every member of a team. I love working with others and learn new stuff.

Experience

Personal 2021–Present

- Participated in 6 game jams as a designer and sometimes a programmer.
- Made two big open-source Unity tools, one of them featured on *80.lv*.
- Now leading a team of eight, working on an unannounced narrative game.

NightCat Studios 2018–2021

- Shipped a commercial game to *Very Positive* reviews as an only designer.
- Drove the game's vision and made most decisions on gameplay and mechanics.
- Managed the complicated game structure and team members' tasks.
- Was responsible for social media and wrote all promotional material.
- Either wrote or edited a massive amount of in-game text.

In small teams 2016–2018

- Shipped 4 commercial games, one of them getting over 1400 steam reviews.
- Worked in various small teams as a designer and a writer.

Skills

Game Design

System Design,
Narrative Design,
Documentation, Team
Management

Development

Unity, C#, HLSL;
Gameplay Programming,
Tool Development

Tools

GitHub, Photoshop,
Figma, Blender, Python

Евгений Радаев

Геймдизайнер

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О себе

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Опыт

Personal 2021–Настоящее

- Участвовал в 6 геймджемах как дизайнер и программист.
- Made two big open-source Unity tools, one of them featured on *80.lv*.
- Now leading a team of eight, working on an unannounced narrative game.

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- Shipped a commercial game to *Very Positive* reviews as an only designer.
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Навыки

Дизайн

Системный и геймплейный дизайн, нарратив, документация, управление командой

Разработка

Unity, C#, HLSL; Программирование геймплея, создание инструментов

Инструменты

GitHub, Photoshop, Figma, Blender, Python
Английский язык (C1)