Summary

A passionate self-taught game design student with a solid understanding of how to code game systems. I can work in a team environment as well as independently. Excellent at skills such as problem-solving and focus. I can quickly find solutions to given goals and produce desirable results. I can quickly find methods to save time and resources during development. Innovative, self-driven with a positive learning mindset.

Mikael Zakoyan

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Software

Game development engine

Unity 3D

3D modeling software

Blender

2D art

Photoshop

Illustrator

Aseprite

Affinity photo

Affinity design

Source control

Github desktop

Gitahead

Production

Trello

Communication

Discord

Microsoft Teams

Skills

Game Development

Gameplay programming

Game design

Level design

Game art

3d modeling

Pixel art

UI design

UX design

Languages

Fluent in English and Russian

Learning German

Productivity

Adept

Deep Focus

Education

University of applied sciences Europe   September 2021 - current day