# Mikael Zakoyan
## Technical designer

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## Skills

Technical Design

Project Management

Unity

Visual Studio

Godot

C#

Illustrator

Photoshop

## Projects

**Technical Designer -- Neon World -- Godot engine -- GDscript**
 - Prototyped and iterated on the player movement system and the game's standout movement feature, the air thrust.
 - Made a system that automatically updates the UI and manages the level unlocking to match the levels defined by the level designer.
 - Created a system that allows the player to unlock new characters as they progress through the game.

**Technical Designer -- Process Artificial -- Unity engine -- C#**
 - Designed, tested and implemented character ability unlocks such as the dash, sword and ability to dodge projectiles.
 - Designed and implemented enemy AI the behaviour of which has led to unexpected behaviours. The system itself is based on a looping co-routine which tells the enemy what to do at which time.
 - Created a system that allowed level designers to connect events to make interactions, such as pulling a lever leading to an open door.

**Technical Designer -- Dual Inferno -- Unity engine -- C#**
 - Worked closely with 2 level designers to provide the features they needed to create engaging levels.
 - Collaborated with the writer to create a system that allowed her to create cutscenes to help communicate the story to the player.
 - Designed and implemented the standout feature of the game, shape-shifting, which provided variety in gameplay.

## Game jams

**Fruit Brawl**
 - A simple fruit sorting game made by me for a **Weekly Game Jam - Week 124**
 - Wrote the code for the game and added the music made by a musician I was working with

**Bombylunky**
 - A game which is a mix of Bomberman and Spelunky made with a team of 6 for a **Bored Pixels Jam 3**
 - Implemented a system for exploding bombs like in Bomberman

## Education
   **University of Europe for Applied Sciences -- Game Design**
         **Sep 2020 - Sep 2023**