



OLEG MEDVEDEV

Portfolio : 22+ education boardgames
Category : Gamer, Livestreamer, Pro Player
Main Genre: Educational, Hybrid (board game + web app)
Genres : Corporate, Historical, Technology, Ecological, Art.
Grant programs, Co-op, Workshops
Audience : 10+ years
Duration Set : 1-5 Hours

Creative web engineer and IT-enthusiast, javascript programmer with 4 years of board game development experience and 3 years of web application development experience on various technologies in startups and opensource projects, expertise in cooperation with NGOs and business organizations.

Focusing on EDUCATION4.0 goals and hybrid educational board games.

Programming

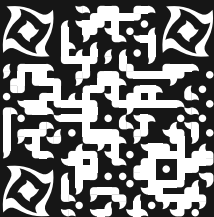
JAVASCRIPT, HTML, CSS3, GSAP, C#,
NodeJS, SvelteJS, VueJS, SCSS, AWS,
Typescript, BASH, StrapiCMS, SocketIO

Skills



Certificates

Game design & simulation sertificate
Kanban system design
Management and Leadership
Coaching Skills for Leaders and Managers



A list of my projects over the past 4 years is available by qr code

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WORK EXPERIENCE

2020-2024 Boardgames creator & Product Web Engineer 44Games

44Games is a startup focused on developing hybrid methods of gamifying the learning process to meet the goals set by the EDUCATION4.0 standard. Through collaboration with clients, I have gained experience in communicating with business representatives, NGOs (UNICEF, CARITAS), and business communities. My responsibilities include participating in all stages of the board game production cycle:

- searching for and structuring information that needs to be incorporated into the game mechanics;
- creating board game graphic design concepts using Adobe Illustrator;
- preparing print files using Adobe InDesign;
- developing web applications to enhance the functionality of board games, utilizing the latest trends in web design (Material Design, Carbon Design, Neo-Brutalism, Glassmorphism i Neumorphism) and web technologies.

Topics of board games I've participated in the creation:

- | | |
|---|--|
| For NGOs and non-formal groups. | For IT business and business communities |
| ♦ Graffiti & Modern Art | ♦ Scrum management |
| ♦ Tattoo culture | ♦ Kanban production |
| ♦ Ecological movement | ♦ Kanban visualisation |
| ♦ International Space Station | ♦ Kanban method |
| ♦ The Genealogical Tree of LGBTQIA+ Flags | ♦ Spiral dynamics |
| ♦ Cultures of Belarus and Poland | ♦ GIT System |
| ♦ GULAG 1928-1953 | ♦ Linux OS |
| ♦ Foot Not Bombs | ♦ Product owner |
| ♦ Anarchist movement | ♦ Agile testing |
| ♦ Japanese yakuza | |
| ♦ Rhythms of protest | |

2018-2020 FRONTEND DEVELOPER SWD / VL - Web studios

Experience working in web studios specializing in the development of online storefronts and web plugins. As part of my work, I was engaged in creating a variety of graphic materials for web pages. And also banners, illustrations and other graphic elements aimed at improving visual perception and brand recognition.

Data processing agreement

I agree to the processing of personal data provided in this document for realising the recruitment process pursuant to the Personal Data Protection Act of 10 May 2018 (Journal of Laws 2018, item 1000) and in agreement with Regulation (EU) 2016/679 of the European Parliament and of the Council of 27 April 2016 on the protection of natural persons with regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46/EC (General Data Protection Regulation).