





Maksym Kornilov

Game Designer

Citizenship: 🇺🇦 Ukraine, work permit: Europe
Location: 🇪🇸 Spain (Willing to relocate)
Email: ✉️ sname00012@gmail.com

 TELEGRAM @MaxSpaceX	 DISCORD Apokalipcic2012	 PORTFOLIO apokalipcic.github.io	 LINKEDIN linkedin.com/in/prudentibus
---	---	---	--

PROFESSIONAL SUMMARY

Game Designer with expertise in Unity and Unreal Engine development. Specialized in creating engaging player experiences through intuitive mechanics and level design. Combines creative vision with technical implementation skills to deliver compelling gameplay across mobile and PC platforms.

SKILLS

Game Development

Unity 3D, Unreal Engine, C#, GDD

3D & Design

Blender 3D, Adobe Photoshop, Figma

Technical

GitHub, Atlassian, Jira, Game Analytics Integration

Soft Skills

Creative Problem-Solving, Fast Learning Ability, Results-Oriented, Team Collaboration





EDUCATION

Kherson Polytechnical College Bachelor, Computer Science Advanced studies in software development, object-oriented programming	2019-2021
Kherson Polytechnical College Computer Science Fundamentals of programming, data structures, algorithms	2015-2019






CERTIFICATION

Mastering Game Mechanics 15-week mentorship program by Alex Brazier (ex-Blizzard developer) covering game mechanics, abilities, and combat systems	10/2024
Game Design: Art and Concepts I completed courses by CalArts to deepen my understanding of Game Design principles and explore the nuanced aspects of professional game development.	07/2021

LANGUAGES

 English	C2/Fluent
 Russian	C2/Fluent
 Ukrainian	C2/Fluent
 German	A2/Pre-Intermediate

PROFESSIONAL EXPERIENCE

Unity Developer Jeez Games As a Unity Developer, I work on multiple projects across different platforms: <ul style="list-style-type: none">Lead development of complex systems for a PC game built in UnityDesign and implement advanced gameplay mechanics and architectureAssist clients in publishing Unreal-developed games to mobile platformsOptimize game performance for various mobile device specificationsProvide technical solutions for cross-platform deployment challenges	 April 2024 - Current
Level Designer Shadow Eagle Studios As a Level Designer within a Unity development team, I contributed to the creation of engaging game levels for a mobile RPG project: <ul style="list-style-type: none">Designed and implemented 8+ unique game levels optimized for mobile playBalanced difficulty progression to maintain player engagementCollaborated with artists to integrate visual elements into level designsConducted playtesting and iterated on designs based on feedbackOptimized level performance for varied mobile hardware specifications	 Nov 2023 - Feb 2024
Freelance Unity Developer Self-employed As a freelance Game Developer, I specialize in both original game concept development and client-based projects: <ul style="list-style-type: none">Created innovative game prototypes for mobile platformsCollaborated with mobile publishers for testing and distributionDelivered custom gaming solutions for individual clients	 Jul 2021 - Nov 2023
Game Jams Producer Mystery Jam (Theme: Last Message) During my second GameJam, I served as Game Producer in a team of 6 individuals: <ul style="list-style-type: none">Established and maintained the team's vision throughout the development processCreated and assigned tasks based on individual strengths and project timelineFacilitated communication between team members to ensure alignmentManaged scope and feature prioritization to meet the GameJam deadline	 April 2025 - May 2025
Game Designer Game Off 2022 (Theme: Cliche) During my first GameJam, I collaborated with a team of 10 individuals: <ul style="list-style-type: none">Co-led game design responsibilities with two other team membersDeveloped resource management mechanics for a farm-themed card gameBalanced gameplay systems to ensure engaging player experience	 Nov 2022 - Dec 2022