Maksym Kornilov

Game Designer

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💬 **TELEGRAM**	💬 **DISCORD**	🌐 **PORTFOLIO**	🌐 **LINKEDIN**
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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 2019-2021
Bachelor, Computer Science
Advanced studies in software development, object-oriented programming

Kherson Polytechnical College 2015-2019
Computer Science
Fundamentals of programming, data structures, algorithms

CERTIFICATION

Mastering Game Mechanics 10/2024
15-week mentorship program by Alex Brazier (ex-Blizzard developer) covering game mechanics, abilities, and combat systems

Game Design: Art and Concepts 07/2021
I completed courses by CalArts to deepen my understanding of Game Design principles and explore the nuanced aspects of professional game development.

LANGUAGES

🇬🇧 **English** C2/Fluent
🇷🇺 **Russian** C2/Fluent
🇺🇦 **Ukrainian** C2/Fluent
🇩🇪 **German** A2/Pre-Intermediate

PROFESSIONAL EXPERIENCE

Unity Developer 📅 April 2024 - Current
Jeez Games

As a Unity Developer, I work on multiple projects across different platforms:
- Lead development of complex systems for a PC game built in Unity
- Design and implement advanced gameplay mechanics and architecture
- Assist clients in publishing Unreal-developed games to mobile platforms
- Optimize game performance for various mobile device specifications
- Provide technical solutions for cross-platform deployment challenges

Level Designer 📅 Nov 2023 - Feb 2024
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:
- Designed and implemented 8+ unique game levels optimized for mobile play
- Balanced difficulty progression to maintain player engagement
- Collaborated with artists to integrate visual elements into level designs
- Conducted playtesting and iterated on designs based on feedback
- Optimized level performance for varied mobile hardware specifications

Freelance Unity Developer 📅 Jul 2021 - Nov 2023
Self-employed

As a freelance Game Developer, I specialize in both original game concept development and client-based projects:
- Created innovative game prototypes for mobile platforms
- Collaborated with mobile publishers for testing and distribution
- Delivered custom gaming solutions for individual clients

Game Jams

Producer 📅 April 2025 - May 2025
Mystery Jam (Theme: Last Message)

During my second GameJam, I served as Game Producer in a team of 6 individuals:
- Established and maintained the team's vision throughout the development process
- Created and assigned tasks based on individual strengths and project timeline
- Facilitated communication between team members to ensure alignment
- Managed scope and feature prioritization to meet the GameJam deadline

Game Designer 📅 Nov 2022 - Dec 2022
Game Off 2022 (Theme: Cliche)

During my first GameJam, I collaborated with a team of 10 individuals:
- Co-led game design responsibilities with two other team members
- Developed resource management mechanics for a farm-themed card game
- Balanced gameplay systems to ensure engaging player experience