

## About

A Game Designer specialising in UX with background in economics and experience in Web and Marketing.

My versatile expertise, thorough approach and attention to details help me design games that satisfy project needs and ensure a good experience for players.

## Traits

- Inquisitive
- Creative
- Persistent

## Hard skills

- User Experience design
- Prototyping
- Research
- Technical writing
- Graphic design
- Web design

## Soft skills

- Coaching
- Concepting
- Communication
- Critical thinking
- Entrepreneurial attitude
- Problem solving
- Reasoning

## Languages

- English (advanced)
- Ukrainian (native)
- Russian (fluent)

## Hobbies

- DIY
- 3d printing
- Product design

## Activities

Study Association "GLITCH" for GD students

- Head of Workshops committee
- Member of Marketing committee

Hanze Honours College

- SCMI Honours Talent Program

Northern Game Industry Gathering

- Organizing volunteer at a local Game Industry networking event

## Education

Communication & Multimedia Design,  
major Game Design

2018 - now Groningen, the Netherlands  
Hanze University of Applied Sciences

Master's in Accounting and Audit

2011 - 2012 Odesa, Ukraine  
Odesa National Economic University

Bachelor's in Accounting and Audit

2007 - 2011 Odesa, Ukraine  
Odesa National Economic University

Mathematics and Informatics

2003 - 2007 Odesa, Ukraine  
Richelieu Lyceum

## Experience

Game Designer – "ScienceAtHome"

2021 - now Aarhus, Denmark

Refining game loop, expanding user engagement and designing a competitive event for "crea.visions" - an AI powered science game (part of a larger study on human creativity) aimed at rising awareness about climate challenge and Social Development Goals.

UX Design intern → UX Designer – "Odyssey BV"

2021 - now Groningen, the Netherlands

Creating user flows, scenarios, designing interfaces, new game systems and interactive tutorials, leading QA team for web 3 collaboration metaverse "Odyssey Momentum".

Makerspace Assistant – "Hanze UAS"

2019 - 2020 Groningen, the Netherlands

Helped students with software, assignments, hardware tools, operating 2-axis CNC machines, 3d printers and VR equipment at university workshop.

Entrepreneur

2013 - 2018 Ukraine

Participated in a number of business, educational, and social projects as strategist, visionary, trainer, marketing and business consultant.

Founder – "Daft Site"

2014 - 2017 Odesa, Ukraine

Founded a creative agency with a focus on marketing and web design. Led business and project management, worked with clients, filled various design and development roles in projects.

Freelance Graphic Designer and Web Developer

2013 - 2014 Odesa, Ukraine

