ROMAN ANUSHKEVYCHUS

GAME DESIGNER

CONTACT

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PROFILE SUMMARY

I specialize in designing engaging systems, aligning product goals with creative direction, and delivering results under real-life limitations and limited resources. Whether leading development teams, designing, building content pipelines or making decisions, I able to bring vision and execution together.

EDUCATION

2014 - 2015
Ivano-Frankivsk National Technical University of Oil and Gas
- Master's degree. Oil and Gas Pipeline and Storage Facilities

2010 - 2014
Ivano-Frankivsk National Technical University of Oil and Gas
- Bachelor of oil and gas management

SKILLS

- Game Design
  - Gameplay (Systems)
  - Combat
- Documentation development
- Features ownership
- Prototyping
- Programing (OOP/DoD)
- Management
- Leadership
- Mentoring
- Critical Thinking
- Fast Learner
- Stress Resistance

WORK EXPERIENCE (GAME DEV)

Meritocracy Games Studio   **Q1 2025 - PRESENT**
Lead Game Designer / Game Director

Unannounced Project
mech, co-op, action, top-down, roguelite, rpg, tactical
Unreal Engine 5.6

- Project vision and GDD development.
- Gameplay mechanics prototyping
- Designing and leading implementation of major gameplay systems based on core team vision.
- Mentoring designers and juniors.

Chainvision Games   **Q3 2024 - Q1 2025**
Lead Game Designer / Game Director

Katana Inu
multiplayer, action, third person, fast pace, skills-based, battle royal
Unreal Engine 5.3

- Designing and delivering additional gameplay features.
- Reorganizing of a large amount of fragmented documentation into a clear, cohesive vision.
- Crisis management and team workflow planning.
- Building a new team within a short period of time.
- Leading the project migration from Unreal Engine 4.27 to Unreal Engine 5.3.

Chainvision Games   **Q4 2023 - Q2 2024**
Consultant

- Consulting on design, development workflows, and various aspects of game development.
- Collaborating with different development teams to ensure their efficacy.
- Supporting CEO with organizational tasks.

TOOLS

- Unreal Engine
  - Blueprints
  - C++
  - Gameplay Ability System
  - UI
- Visual Studio Code
- Visual Studio
- Click-Up
- draw.io
- Trello
- Krita
- Office
- git
- Gitea
- TortoiseSVN
- Godot Engine (basics)
- GitBook
- Canva

LANGUAGES

- English: Fluent
- Ukrainian: Native
- Lithuanian: Basic

GENRES

- RPG
- Atmospheric
- Action
- Adventure
- Roguelike
- Roguelite
- Melee Combat
- Matrial Arts
- Shooter
- Open world
- Tactical
- Military
- Competetive
- Multiplayer
- Souls-like
- Story-Rich
- Strategy
- Mature

Matima Studio   **Q1 2021 - Q3 2023**
Unreal Engine Game Developer

Tempo Punk
action, first person shooter, retro, rhythm
Unreal Engine 5.3

- Combat designing, with focus on weapons and character abilities.
- Prototyping various gameplay systems, mostly roguelite elements and combat, and delivering those features from scratch to the final point.
- Leding gameplay programming, using C++ and UE Blueprints.
- Project documentation development.
- Leding UI/UX desing and implementation.
- Mentoring team members in their respective fields.

Katana Inu (MVP)
action, first person shooter, retro, rhythm
Unreal Engine 4.27

- Game directing.
- Designing and implementing of major gameplay systems, with the focus on combat design.
- Worldbuilding.
- Project documentation development.
- Project management and team leading.
- Long-term planning and roadmap development.
- Leading UI/UX desing and implementation.
- Representing the project to major investors, both remotely and at exhibitions.

Project Black
action, first person shooter, boomer shooter
Unreal Engine 4.27

- Level design.
- Level blockout and prototyping.
- Assisting in game design.
- Missions script and lore development.

ADDITIONAL WORK EXPERIENCE

UAB Hermitrans   **Q1 2019 - Q4 2019**
Sales Manager

- Meeting potential clients, mainly engineering equipment companies, and secure long-term transportation service agreements.
- Applying engineering knowledge to assist logistics coordinators with non-standard deliveries.

Enerstena Group   **Q3 2016 - Q2 2018**
Project Manager

- Developing project documentation in close collaboration with engineers, designers and constructors.
- Tender documentation development and analysis.
- Managing collaboration with consortium members on specific projects.