|  |  |
| --- | --- |
| **Ivan Karyakin**  **Game Designer** | [ivan.v.karyakin@gmail.com](mailto:ivan.v.karyakin@gmail.com)  **Portfolio:** <https://ivankaryakin.weebly.com/> • [LinkedIn](https://www.linkedin.com/in/ivan-karyakin/) • Sydney, AU Citizen |

Creative and meticulous professional with acute attention to detail and hands-on experience in Game Development. Ability to define project vision for creation of solid artist-driven workflows, automation tools, and content pipelines. Aptitude for designing experiences that feel good through fine-tuning game elements. Proven success in collaborating with cross-functional teams and artists to support creativity and productivity goals. Proactive and innovative individual with exceptional capability to perform in fast-paced and dynamic environments. Interpersonal communicator, equipped with exceptional risk mitigation skills.

**Technical Skills**

Unity Engine | Unreal Engine | C# | Java | C++ | Blueprint | SQL | Audacity | Video Editing | GitHub | Linux

**Design Skills**

Systems | Game Feel | Lighting | UI | Level | Playtesting

**Career Experience**

ThisIsIvan, Sydney, Australia

Freelance, Production of Media 2021 – Present

Game Developer - Unity and Unreal Engines

Worked with clients though complete SDLC from conceiving the idea to defining documents and outlining requirements to delivering a complete product.

* Developed and published 9 games of multiple genres.
* Attained #76 out of 5703 submissions for Slitherin in Game Maker’s Tool Kit 2021 game jam submission as part of team.
* Achieved #161 out of 5295 submissions for The Breakfast Fight Club in GMTK 2020 game jam submission as part of team.
* Crafted an AR museum navigation system prototype
* Lead teams of 4 to 8 people on various projects.

Block42, Sydney, Australia

3D Animation and Design educational tool 2020

Game Developer Internship - Unity Engine

Defined and designed Theme, Level, and Puzzle designs. Set up scenes and wrote scripts to build game. Fostered and fortified courteous and effective working relationships. Utilised Microsoft Word and other software tools to create documents and other communication materials.

* Designed and developed from scratch interactive workshop for 160 pupils at girl school aimed at inspiring women to join Game Development industry as part of Women in Games successfully launched within two weeks.
* Developed video game from design concept to final build showcasing Block42 user models.

Penny Arcade Expo: PAX Australia, Melbourne

Gaming Festival 2023

Enforcer – Convention Assistant

Proactive engagement with management, panellists, exhibitors and attendees. Assisting in the needs of the exhibitors, line management, ushering, crowd management and acting as the face of Penny Arcade to attendees and exhibitors. Working in a small team to direct large numbers of people (100s to 1800) into and out of the venue with very tight timeframes.

Additional experience as Project Coordinator | Restoration Technician with Major Industries Restoration.

**Education**

**Diploma of Software Development, 2022 •** TAFE NSW, Sydney, Australia

**Bachelor of Game Development Major in Game Design and Production, 2020 •** SAE Institute, Sydney, Australia

* Service to the SAE Community – Service to the Campus; awarded by the Campus Manager.
* Featured in Dean’s Merit List.
* Achieved highest local GPA.