Nikita Dobrenko
Game Designer

I love stories. I love computer games. And I love telling stories through the prism of computer games.

Contact

Phone
+38-050-334-00-99

Email
ldobrenkonikital@gmail.com

Address
Mayakovsky St. 89, Kyiv, Ukraine

Education

2019 - 2020
Game Design Bachelor
Saxion University/Netherlands
- Focus: Emotional game design, storytelling, animation, sound
- Final project: Connecting human emotion with game systems

2014 - 2018
Computer Science Bachelor
KNUCA/Ukraine

Expertise

- Unity C#
- Storytelling
- LiveOps
- Soft Skills: Public speaking, mentoring, cross-cultural communication, remote collaboration

Language

English
Ukrainian
Russian

Experience

June 2022 - September 2023

ZeptoLab | Barcelona, Spain

Live Operator / Game Designer

I was working as a Live Operator / Game Designer on the popular mobile game C.A.T.S.
My achievements were:
- Increased the revenue of the game by 23,7% during the time I was working on Live Operations .

My responsibilities were:
- Designing and releasing daily/weekly/monthly events and in-game offers;
- Designing and implementing new features;
- Participating in brainstorms and design sessions with other designers and product owners;
- Co-collaboration with QAs, Artists, Developers, Game Designers, and Product Owners.

May 2017 - September 2018

Ivar Studio | Magnitogorska Street, 1a, Kyiv Ukraine

Game Designer / Unity Developer

I was working in the start-up game called Pumpkin Hero, as a Unity Developer and a Game Designer. My main focus was on core game-play mechanics, in-game shop UI, level designs and narrative of the game. My responsibilities were:
- Writing documentation and implementing new features;
- Implementing artwork to the Unity engine;
- Writing automated tests to cover existing functionality;
- Working with product owners and producers to create a narrative of the game and visualise it.