Nikita Dobrenko
Game Designer

Using my education and background as a game designer and a web developer I like to combine technical aspects with pure creativity and a lot of fun to create fantastic experiences for players and to make good games even better.

Contact

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Address
Mayakovsky St. 89, Kyiv, Ukraine

Education

2019
Game Design Bachelor
Saxion University/Netherlands

2014
Computer Science Bachelor
KNUCA/Ukraine

Expertise

- UI/UX
- Unity C#;
- Adobe PS / AE
- Storytelling / Storyboards / Twine
- ZBrush /Maya / Substance Painter
- React.js / Node.js / Java Script

Language

English
Ukrainian
Dutch

Experience

2022 - 2023
ZeptoLab | Avenida Diagonal 177, Barcelona, Spain
Game Designer / LiveOps

July 2022 - July 2023 I have been working as a Game Designer/Live Operator for the ZeptoLab on the mobile game C.A.T.S.
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, Product Owners.

2020 - 2022
SoftServe | Zoolohichna St. 3, Kyiv, Ukraine
Full Stack Developer

I was working as a React and Node.js developer on a world-known educational portal Pluralsight, creating and supporting tools for authors of content there. My responsibilities were:
- Developing new features and microservices;
- Implementing UI-related tasks;
- Supporting and refactoring legacy architecture and functionality;
- Integration of new features;
- Fixing bugs;
- Writing tests;
- Knowledge sharing.

2018 - 2019
Ciklum | Amosova St. 12, Kyiv, Ukraine
Backend Developer

I was working as a Node.js developer on the world know touristic portal Thomas Cook, focusing on the search part of a website, helping people to find the packages they want. My responsibilities were:
- Developing new features and microservices;
- Supporting and refactoring legacy architecture and functionality;
- Integration of new features; and fixing bugs;
- Writing tests;
- Knowledge sharing.

2017 - 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 for the new features;
- Implementing art work to the Unity engine;
- Writing automated tests to cover exciting functionality;
- Working with product owners and producers to create narrative of the game and the visualise it.