



DANIEL VELITSKIY

GAME DESIGNER

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EDUCATION

01/2022 - 09/2026

HOCHSCHULE DARMSTADT

- Bachelor of Arts - Animation&Games

CERTIFICATES

01/2020 - 07/2020

NETOLOGY

- Game Design and Game Development with Unreal Engine

01/2019 - 06/2019

MYFREEDOM

- 3D Modeling and Game Design

SKILLS

- Unreal Engine (Intermediate)
- Unity (Intermediate)
- Autodesk Maya
- Excel
- Game Design Documentation (GDD)
- Level Prototyping
- Scrum Methodology (Jira)

LANGUAGES

- English (Fluent)
- German (Advanced)
- Russian (Native)
- Belarussian (Native)
- Ukrainian (Understanding)

PROFILE

Passionate results-oriented Game Designer with a solid track record in gameplay and level design. I excel in building engaging game mechanics through rapid prototyping, iterative design, and clear communication within multidisciplinary teams – skills honed through personal studies, university projects, and successful internships. I am eager to apply this blend of creative design and practical production skills to a game designer role, helping to build and deliver exceptional games.

GAME PROJECTS

Pioneers of Pagonia

11/2025 - 02/2026

(Envision Entertainment)

QA and Design Intern

- Optimized combat unit attributes and boss encounter mechanics to refine the difficulty curve and campaign pacing across multiple challenge levels.
- Iterated on resource distribution and map layouts to improve player flow and supply chain efficiency, removing economy bottlenecks.
- Conducted "feel-based" testing to provide actionable feedback on game balance and UI clarity, leading to implemented improvements in gameplay.
- Collaborated with the Creative Director on design and documentation for upcoming content and created data-tracking frameworks for future design analysis and iterations.

Magic Dodgeball: Homeless Edition

02/2025 - 04/2026

(University Project)

Game Designer, Project Lead, Level Designer

- Developed the core gameplay loop and mechanics while maintaining the project's vision as a key designer.
- Designed and iterated on over 30 distinct player upgrades, significantly enhancing game variety and replayability while maintaining overall balance.
- Maintained the Game Design Documentation to ensure a consistent vision for the development team.
- Designed level layouts focused on dynamic, fast-paced arena combat.

Unheard Scream (University Project)

10/2024 - 02/2025

Game Designer, Level Designer, Production Manager

- Designed and documented core mechanics and puzzles that support player's cooperation and horror element.
- Iterated on puzzle and monster balance based on direct feedback from numerous playtest sessions to refine the game's challenge curve.
- Created and iterated on the level layout and graybox of maze-like subway to ensure player's navigation and feeling of being lost.
- Managed the project backlog and sprint planning, ensuring the team delivered a playable demo on schedule.

KinPath (Turtle Knight Games)

05/2024 - 09/2024

Game and Level Designer Intern

- Contributed to the design of core mechanics for a commercial title.
- Developed and maintained detailed balance spreadsheets for character, enemy, and item stats, which streamlined the tuning process and resulted in a more predictable and engaging difficulty curve.
- Collaborated daily with artists and programmers in a professional studio environment to prototype and iterate on mechanics, balance and levels.
- Assisted in creating and maintaining design documentation for use across the development team.

Volunteer Event Organizer | TUTOR International

02/2025 - Current

- Collaborate with a team of tutors to manage logistics and promotion for events, fostering community and integration for students.