

ALEKSEI DOVGALEV

GAME DESIGNER

DETAILS

EMAIL

2halvesgames@gmail.com

LINKS

[Portfolio website](#)

[LinkedIn profile](#)

SKILLS

Adobe Photoshop

Autodesk Maya

Unity

Level Design

Game Design

System Design

Unreal Engine

LANGUAGES

Russian

English

HOBBIES

Sailing, Guitar

PROFILE

Game Design BFA student in Academy of Art University, specializing in creating core game-play and developing game system. Experienced in multiple software for game development. Seeking for working experience as game designer and level designer. Committed to utilizing my skills to further development of company projects.

EDUCATION

BFA Game Development, Academy of Art University

San Francisco

Sep 2017 — May 2023

Course included game theory, scripting (C#,Blueprint), working with game engines (Unity, UE4), 3D modeling (Maya), UI/UX design, texturing (Photoshop, Substance Painter), level design, system design, 2D animation (Adobe Animate,Toon Boom), 3D animation (Maya), narrative writing.

BFA Radio Engineering (2 years completed), Moscow Power Engineering Institute

Moscow

Sep 2013 — May 2015

Course provided knowledge in radio engineering, applied mathematics,programming (C++, Pascal), descriptive geometry (AutoCAD)

EMPLOYMENT HISTORY

Owner and Head of Analytical Department, Citi-el

Moscow

May 2016 — Aug 2017

Citizen LED distribution company. Working position included: financial analyzing, customer data processing, web design, writing technical articles, documents translation.

REFERENCES

References available upon request