

Ilya Rudnev

Game Designer

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About me

Experienced game creator with several published titles and deep insight into western and Asian game markets. Striving to create a clear and compelling design vision to guide the team on the path from the earliest ideas to live ops, producing fun, deep and memorable games which will resonate with players all around the world.

Key skills

Game design

- Core systems design and balance
- Level and encounter design
- Design documentation
- UI/UX design
- Prototyping and playtesting

Languages

- Russian
- English
- Japanese

Game development toolsets

- Unity
- Unreal Engine 4

Programming

- Unreal Blueprints
- C++, C#

Software

- MS Office package
- Flowchart tools (MS Visio, Gliffy)
- UI Prototyping tools (Axure, UMG)

Work experience

Q-Games, Kyoto, Japan (10.2016 – present)

q-games.com

As Associate Game Director:

VR Research and Development

- Iterated on game mechanics to ensure a fun and accessible VR experience with Oculus Rift and Gear VR hardware
- Created specifications for in-game systems in English/Japanese
- Maintained game balance sheets and worked on balance tuning
- Created level layouts and set up enemy AI behaviors

Glu Mobile, Moscow, Russia (05.2014 – 03.2016)

glu.com

As Lead Game Designer:

Unreleased mobile multiplayer shooter game

- Created a design pitch and got it greenlit by the stakeholders
- Collaborated with two other designers and the dev team to transform my design vision into a playable prototype

As Game Designer:

Bond: World of Espionage (CCG/RPG using James Bond license for iOS and Android)

- Designed, supervised the implementation of and configured several core game features including PvP, crafting and character abilities
- Ensured the project met the standards and passed the milestones set by Licensor
- Designed events to maintain a smooth flow of updates in beta and beyond

Nexters, Moscow, Russia (02.2013 – 03.2014)

nexters.com

As Game Designer:

Throne Rush (*Strategy/town builder for iOS, Android and browsers, won Facebook staff favorite game award in 2014*)

- Collaborated with the Project Lead to establish the core concept of the game
- Designed and prototyped all game systems and monetization mechanics
- Created and tuned the balance to maintain the long-lasting appeal of the game
- Maintained live ops striving for weekly content rollouts

Innova Systems, Moscow, Russia (08.2010 – 12.2012)

www.inn.ru

As Game Designer/Game Analyst:

Digit War (*Geolocation-based strategy game for iOS and Android*)

- Designed monetization features and a post-launch update cycle of the game

Bloodline Champions (*MOBA for PC platforms*)

- Designed a detailed plan to adapt the game to the Russian audience and presented it directly to the product owner in Funcom offices

As QA/Senior QA Manager:

- Ensured product quality (including work on well-known titles, i.e. Aion)
- Established and trained an external QA team

Noviy Disk, Moscow, Russia (08.2009 – 08.2010)

www.nd.ru

As Game Localization Tester:

- Performed localization QC for Russian versions of several major titles, including Overlord 2, Supreme Commander 2, Settlers VII, and Just Cause 2

Personal Projects

Project Shore (03.2017 – present)

[Game page](#)

Single player tactical RPG made in Unreal Engine 4 for Windows PC platforms, featuring an original combat system with indirect unit control and story shaped by player choices.

As Game Designer/Programmer:

- Created the design vision and implemented a playable alpha build illustrating main game features
- Worked together with a level designer and a scenario writer to produce the alpha content, spanning around 4 hours over multiple branching story routes
- Worked with a 2D artist to produce UI assets and scripted the interfaces as seen in the alpha

Education

Kyoto Computer Gakuin, Kyoto, Japan (2016)

Kyoto Japanese Language Training Center, passed JLPT N2 proficiency exam in July 2016

Russian State Social University, Moscow, Russia (2011-2015)

Bachelor, Business Information Systems

National Research Nuclear University MEPhI, Moscow, Russia (2005-2009)

Theoretical Physics, Quantum Mechanics, Physics of Plasma