

# Fedor Sazhin

Game Designer with experience in commercial PC and mobile projects. Focused on gameplay systems, core mechanics, progression balancing, and feature ownership from concept to shipped implementation. Strong documentation and cross-discipline collaboration. Additional strengths in level design and rapid prototyping in Unity & Unreal Engine.

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[ArtStation](#) | [Website](#) | [Steam](#)

## Experience

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### Junior Game Designer

Jul. 2025 - Feb. 2026

Homescapes | Playrix

- Designed and iterated core Match-3 mechanics and their interactions with boosters/level objects, focusing on clarity, balance, and engagement.
- Ran competitor research and reference analysis, adapting external mechanics into Playrix-ready designs within production and technical constraints.
- Produced and maintained production documentation (GDD/specs): rules, states, damage logic, interaction matrices, and edge cases.
- Collaborated closely with engineers, art, QA, and producers to align design intent with implementation and support testing, iteration, and release readiness.

### Junior Game Designer

Apr. 2025 - Jul. 2025

Meltopia | Garden of Dreams

- Designed and tuned core gameplay loops, progression, and balance to support retention and a more casual, mainstream player experience.
- Developed narrative structure and wrote/maintained the GDD, keeping mechanics, rules, and player-facing goals consistent across the product.
- Simplified the feature set by removing redundant/low-value mechanics to reduce friction and improve clarity of the experience.
- Improved monetization readiness by strengthening value clarity and purchase drivers through pacing, economy tuning, and iteration.

### Research fellow

Nov. 2020 - Jan. 2024

Erisman Scientific Center of Hygiene

- Managed and analyzed large datasets from behavioral and biochemical studies using Python and SQL integration to improve data accuracy and workflow efficiency.
- Developed Python scripts for data visualization, presenting complex research findings in an accessible and clear format.
- Enhanced research processes through automation, simplifying the preparation and interpretation of results, and contributing to more effective pesticide toxicity assessments.

## Education

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### Arcada University of Applied Sciences

Nov. 2024 - Apr. 2025

Game Design & Production

### Erisman Scientific Center of Hygiene

Sep. 2020 - Aug. 2023

PhD in Hygiene

### Sechenov University

Sep. 2014 - Aug. 2020

MSc in Epidemiology (Biostatistics)

## Certifications

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UCA Prep Course: Game Developer | Unity

2026

Cinematics & VFX Course | Volnitsa

2025

Unreal Game Development | CG Sensei

2024

- **Game Design:** core mechanics design, rulesets/states/interactions, progression & economy tuning, balancing, player friction reduction
- **Documentation & Communication:** GDD/spec writing, interaction matrices, edge cases, clear handoff to engineering/art/QA, iteration notes from playtests
- **Implementation & Prototyping:** rapid gameplay prototyping in **Unreal Engine** and **Unity**, event/trigger logic, lightweight scripting to validate designs
- **Level Design:** pacing, flow, readability; blockout → final pass; encounter structure; collision setup; modular layout logic
- **Production Collaboration:** cross-discipline coordination, scope/constraint alignment, testing & iteration workflow

## Projects

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### **Blockout-Focused FPS Level Design**

*Unreal Engine, 2025*

- Gameplay-driven FPS environment built entirely in UE5.5 using pure blockout geometry (no textures/final lighting)
- Explores mechanic progression, spatial pacing, and PvP encounter design through layout-first iteration
- Structured into five sectors: movement tutorial → puzzle sequences → arena combat → teleport navigation, ramping challenge and mechanic combination
- My responsibilities: level design, encounter scripting (Blueprints), layout logic, collision setup for complex geometry, and full gameplay walkthrough presentation

### **Shatterlight: Game Design**

*Unreal Engine, 2025*

- Designed gameplay mechanics and systems to support the core player experience and progression
- Collaborated with concept artists to align mechanics with level structure, pacing, and player readability
- Provided design consulting and concept feedback to keep features cohesive, feasible, and production-ready

### **Slurp Raid: Competitive FPS Map**

*Unreal Editor for Fortnite, 2025*

- Competitive 5v5 FPS multiplayer map for Fortnite's Ballistic mode, inspired by tactical shooter pacing and round-based structure
- Compact industrial setting with two objective sites, tight chokepoints, and multiple rotation paths for strategic play
- Implemented round flow, economy rules, and custom UI with Verse; optimized layout for readability, timing, and replayability across platforms
- My responsibilities: full map design and layout, gameplay logic scripting, round economy setup, lighting pass, and documentation

### **Rush, Die, Repeat — Fast-Paced Shooter Prototype**

*GameMaker Studio 2, 2024–2025*

- Designed levels and combat mechanics with strong visual feedback and game feel
- Modeled modular 3D assets in Blender for props and backdrops
- Experimented with syncing visuals to soundtrack rhythm to enhance immersion