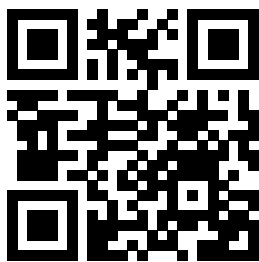
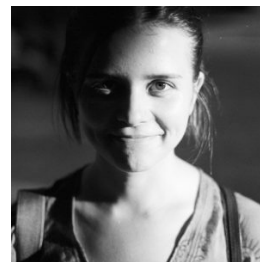


# Aleksandra Doroshenko — Game designer



⬆ Middle  
📍 Georgia, Tbilisi  
💰 1 600 \$ (дол/мес)  
📅 Полная занятость  
☁ Удаленная работа  
✈ Релокация  
✉ Контакт: [geeklink.io/cv-91935](https://geeklink.io/cv-91935)



## Навыки

ab testing, Game Balance, Git, Google Sheets, monetisation, Unity.

## Опыт работы

### • Epic Star Games (ex. ROCKETSCIENCE LCC)

**April 2023 - Present** - Game Designer

Epic Star Games is a F2P mobile game studio from Cyprus cooperating with big publishers.

Starting instantly with my own project and team of 16 people in 2 months I released "Merge 2 Survive" that reached R1>35% in Tier-1 countries.

My second project was "Idle Quest RPG". In cooperation with another GD my goal was to extend an existing prototype to an MVP adding full-scale monetisation (iaps, ads) and content for 7 days. The game showed itself not so successful in tests, but it appeared to be profitable organically.

"Idle Guild Tycoon" which I still work on reached certain ROAS and my goal now is to increase it.

- \* In 2 month released a game, that combines tycoon and merge-2 mechanics
- \* In 1.5 months made an MVP with deep monetisation system and paywalls
- \* Participated in the development of tycoon game with 2 other GDs
- \* Calculated game balance for 2 games and performed several balance AB tests
- \* 3/3 projects with R1>35%

### • SilverFox Games

**February 2022 - April 2023** - Lead Game Designer

Silverfox Games is an independent F2P mobile games startup from Singapore.

I took the Lead GD role on a mid-core battler "Magic Battle Arena". From scratch in 6 months with a team of 15 people under my leadership, I managed to soft-launch an MVP of the game. Last month I also managed an art department of 6 people.

- \* Developed the original vision of product-owner into a completed game system
- \* Soft-launched a mid-core game in Google Play and AppStore from scratch
- \* Delivered features from idea to release (including design documentation, balancing, configuration and testing)
- \* In cooperation with Junior GD created 14 unique heroes (including concept, narrative, balance)
- \* Created 20 maps of arenas and 7 scenarios for PvE campaign in Unity
- \* Increased the conversion of game tutorial by 20%

### • 10k Riders

**May 2021 - August 2022** - Co-Development Producer

10k Riders is a F2P mobile games publisher based on Cyprus (10000riders.com/).

I joined the team as GD Researcher. After 2 months I took over as a GDR Team Lead. I assembled projects with good revenue potential for publishing.

After several months I became an Associate Producer. My experience included both developing and operating casual

merge-2 games.

- \* Made 3 casual F2P games from scratch
- \* Operated 1 game operated in soft-launch
- \* Managed and mentored 10 GDR interns
- \* Reviewed 1K+ freshly released games for publishing

## Образование

### • GAME DESIGN

Edvice  
June 2023

[https://legacy.edvice.pro/education/online-course/certificate/lZ8a0al\\_slW4pa6yNWb19w/](https://legacy.edvice.pro/education/online-course/certificate/lZ8a0al_slW4pa6yNWb19w/)

### • GAME ANALYTICS

DevToDev  
January 2022

[https://www.devtodev.com/education/online-course/certificate/lZoa0al\\_slW\\_paWzNG738g](https://www.devtodev.com/education/online-course/certificate/lZoa0al_slW_paWzNG738g)

### • LEVEL DESIGN

DevToDev  
January 2022

[https://www.devtodev.com/education/online-course/certificate/lZoa0al\\_slW\\_paWzNG738g](https://www.devtodev.com/education/online-course/certificate/lZoa0al_slW_paWzNG738g)

### • HYPER-CASUAL GAMES

DevToDev  
June 2021

[https://www.devtodev.com/education/online-course/certificate/mpga0al\\_slW4pa09Pmr18w](https://www.devtodev.com/education/online-course/certificate/mpga0al_slW4pa09Pmr18w)

## Обо мне

Game Designer with nearly 3 years of experience. Skilled in Google Sheets and Unity. Understand game metrics and able to make dashboards. Able to write clear documentation and translate vision to devs and managers. Was involved in 8 projects, 6 of which were developed from scratch.

I have expertise in genres: IDLE, TYCOON, MERGE-2, RPG

Released games:

- [Idle Guild Tycoon](#)  
Guild-building tycoon with battles in dungeons
- [Idle Quest RPG](#)  
Idle crawler with quests-completing core and RPG meta (with heroes, summons, loot)
- [Merge 2 Survive](#)  
Frozen City, but with merge-2 core (several boards)
- Magic Battle Arena: [Android](#), [iOS](#)  
Turn-based PvP battler with unique heroes
- Merge Madness: [Android](#), [iOS](#)  
Merge-2 game in DnD setting
- [Merge Battle: Idle Defense](#) (+2 similar projects that are now deleted from Google Play)

Archer Forest's mechanics extended into a typical merge-2; battle part remains