Adam Bovzdarenko

Game Designer

About Me

Reasonable, broad-minded, quick to learn and grow. A game designer with "burning eyes," driven by the vital need to create and improve.

Contact

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- adambovzdarenko.work

Skills

- Gameplay Design
- Level Design
- Narrative Design
- Balance & Mechanics
- Playtesting

Language

- English (C1)
- Russian (C2)
- Ukrainian (C2)
- Polish (C1)
- Croatian (B2)

Education

(2021 –2022)
IT ACADEMY STEP
Programming Courses / Marketing Courses

(2024 - Present)
WARSAW UNIVERSITY OF TECHNOLOGY
Bachelor Degree in Applied Computer Science

Experience

(2023 – 2024)
UNITY / UNREAL ENGINE GAME DEVELOPER
Freelance / Aurora Studios

- Released my first published game
- Worked on commissioned projects, designed games

(2024)
LEAD GAME DESIGNER
Forest Whisperers

- Coordinated a 20-person team: task management, testing, weekly meetings, leadership syncs.
- Expanded a brief concept into a 57-page GDD