



Elizaveta Kolpacheva

GAME DESIGNER

Employment History

System Game Designer, *Bini Games*

SEPTEMBER 2021 — OCTOBER 2022

- creating system design documentation and prototypes of educational games for pre-schoolers
- feature ownership: leading production of a meta feature in an existing educational app
- team management: aligning and reviewing the progress of a team of artists and programmers, being the key point of communication within the team
- setting up guidelines for creating games for children of different ages

Technical Game Designer, *Dreamside Interactive*

JUNE 2019 — OCTOBER 2020

- melee combat design
- magic system design & implementation
- AI design & implementation using Behavior Tree and Utility System
- team management
- stealth system design
- AI design supporting the stealth system

Junior Game Designer, *Coderaptor*

JUNE 2018 — JUNE 2019

- VR tutorial design and implementation
- VR-adapted puzzle design
- gameplay polishing
- conducting and documenting testing sessions

Education

Bachelor - Game Design, *Higher School of Economics* (Moscow, Russia)

SEPTEMBER 2016 — JUNE 2020

Graduated with Magna Cum Laude

Bachelor - Game Design, *Cologne Game Lab* (Cologne, Germany)

OCTOBER 2020 — FEBRUARY 2024

Exchange student - 3rd year, *Breda University of Applied Sciences* (Breda, Netherlands)

SEPTEMBER 2022 — JUNE 2023

Details

Germany

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Links

[Website](#)

[LinkedIn](#)

Skills

- General game design
- Blueprint Scripting
- Melee combat design
- AI design
- Puzzle design
- Design Documentation
- Setting User Story
- Complex Problem Solving
- Playtest organization

Languages

Russian - Native

English - Fluent

German - Basic

Swedish – Basic

Software and tools

- Unreal Engine
- Adobe Photoshop, Illustrator, Audition & Premiere (*media editing*)
- Figma, Miro (*prototyping, wireframing, documentation*)
- Github, Gitlab, SourceTree
- Confluence, Notion (*documentation*)