# Alex Creo

Lead Game Designer / Product Owner

## Contacts

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## Experience

### Naxeex | Prototypes

Game Designer / Product Owner
April 2023 — Now
**Rumble Run / Elemental Seeker and others**
Senior Game Designer / Product-owner

I have successfully developed and launched several game prototypes in various genres, such as **Rumble Run** (Game Show), **Elemental Seeker** (Super-hero Action), **Shootdome**, **Blacksmith Master**, **Speed Rush** (Racing), **Tentacle Drift**, **Risk Race** (Squid Game), **Parkour-like** runner.

I made market research, I created detailed game design documents to outline the core and meta mechanics with good retention, and art style of the games. I managed a team of up to 10 people. I used AI Tools and Unity to design engaging levels, balance the gameplay.

I also shot and edited Ad creatives with low CPI to promote the games on various platforms and analyze the results using analytics tools.

# Retirement

Career Break
January 2023 — April 2023 (3 months)

# Playgendary | Kick the Buddy

Game Designer / Product Owner
October 2022 — January 2023 (3 months)

I dealt with a redesign of the whole game, i planned sprints, managed the team, prepared features and documentation, worked with player onboarding and advertisement implementation and researched analytics.

# Relocation

Career Break
July 2022 — October 2022 (4 months)

# Lightmap | Pixel Gun 3D

Monetization / Live-ops / Senior Game Designer
April 2020 — July 2022 (2 years 3 months)

I created offers and in-game events, monetization and retention mechanics, researched analytics, made hypotheses, and solutions. I led the development process from scratch to release and beyond as a feature-owner. Pixel Gun 3D - Minecraft-style PvP shooter, battle royale.

# Panoramik Inc | Auto Brawl Chess | Mighty Party

Senior Game Designer
November 2018 — April 2020 (1 year 5 months)

I used to work as Senior Game Designer on Mighty Party and its adult clone. I created in-game repeatable events and holidays, customized and corrected meta activities in Google Sheets, created detailed documentation in Confluence, set up clear tasks for my team in YouTrack, I concepted layouts UI/UX in Unity, analyzed metrics in devtodev and tabix, constructed instruments for setting up events, and for analyzing data. I used to work as a Game Designer on an unannounced project and Auto Brawl Chess, created quests mechanics, PvP-mode, and interfaces. Also, worked as a SCRUM master of the team and managed the work of outsourcing artists. Mighty Party – collectible card game with turn-based core battles. Auto Brawl Chess – one more Auto Chess clone.

## Active Games | Lordmancer 2

### Lead Game Designer
October 2015 — November 2018 (3 years 2 months)

I created core gameplay and meta-game progress systems, balanced units, heroes, economy, and resources drop, daily and repeatable activities, clan interactions, created content in Google Sheets and designed open-world levels in Unity, wrote detailed documentation in Confluence and clear tasks in Asana and Jira, wrote and scripted quests in json format in the IntelliJ IDEA, balanced and tweaked onboarding and tutorials, analyzed metrics in devtodev and Kibana, scripted trailers. Also, I used to work with the community – feedback and created content for social media. Lordmancer II is a fully featured open-world game in a fantasy setting, a true MMORPG with multiplayer PvP tactical battles, clan clashes for territory, and rankings. There are two main features of Lordmancer II that make it different: it is an MMORPG in its classical meaning—synchronous PvP interactions, an open game world, quests, and clans; it has an open game market where players can use in-game currency gold or cryptocurrency Lord Coins as a method of payments.

## Self-employed

### Game Developer
June 2013 — October 2015 (2 years 5 months)

## Skills

Game Design, Game Development, Agile Methodologies, Web Design, Scrum, User Interface Design, Graphic Design, Interaction Design, Programming Usability, Agile, Public Speaking, Customer Service, Game Design Documents, User Experience (UX)

## Tools

Unity, Figma, Miro, Jira, Asana, YouTrack, Confluence, Notion, Sheets, ChatGPT, Photoshop, devtodev, Kibana, Firebase, AppMagic, Data.ai, C#, Json, Jira, Visual Studio Code