

Alex Creo

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Summary

Game creator, extrovert, adventurer

Experience

Game Designer

Playgendary

Oct 2022 - Jan 2023 (4 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.



Meta / UX / Live-ops / Senior Game Designer

Cubic Games Studio

2020 - Jul 2022 (2 years)

I created meta-features, monetization, and retention mechanics, researched analytics, made hypotheses, and solutions, set player experience flow, player progress from on-boarding to max level, and did some experiments with ad monetization and subscription.

I led the development process from scratch to release and beyond as a feature owner with a team of up to twenty people.

Senior Game Designer

Panoramik Games

Nov 2018 - Apr 2020 (1 year 6 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 conceptualized windows 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 unannounced project and Auto Battle 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 Battle Chess – one more Auto Chess clone.



Lead Game Designer

Active Games

Oct 2015 - Nov 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 detail 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.



Game Developer

Self-employed

Jun 2013 - Oct 2015 (2 years 5 months)

Education



Perm State University (PSU)

Physical Sciences

2011 - 2013

Skills

Configs • Unity • Quest Design • Economic Development • Monetization • MMORPG • Mid-Core Games • Multiplayer • Video Games • Documentation