Contact

v.cozickov2012@yandex.ru

www.linkedin.com/in/lopufeed
(LinkedIn)

Top Skills

Creativity

Communicativeness

System Game Design

Vladislav Kozikov

Producer & Game Designer - Madness Games
Innopolis, Tatarstan, Russia

Summary

Hey, Soul! I'm Vlad. I produce and gamedesign Indi & Mobile games 3+ years

My mission is to create projects that will remain in people's souls for a long time. Create with love something unique from the familiar - both in terms of game design and art-style

My values:
- Uniqueness through a clear niche analysis. Despite the fact that I aim to create a new gaming experience - each project is based on a clear detailed analysis of the niche, projects and audience requests in it. I am ready to consider working on projects outside of this factor, but only if I see potential in them
- The buzz from the projects that I charge my teams with. I appreciate the interests of each person in my projects and am working on it - every person in my teams gets high from what they do
- Emphasis on high-quality TA and the implementation of the result. I work with the documentation very carefully and for each solution I go through a large number of reserches and decompositions
- Continuous improvement of the team and processes. I work with people who are interested in development in their field and set up processes and tasks regarding this

At the moment I am producing Simple Sandbox 3 - the sequel to one of the largest mobile sandboxes. Also, in my free time, I am engaged in pet projects and the development of the gaming community around, helping beginners to start development in gamedev and holding various gamedev events, tournaments and jams.
From additional experience - I participated in a couple of dozen game jams and have gaming experience in many hundreds of completed projects of various genres

If you have any suggestions for cooperation, need help with game design or something else, you can write to me in PM

Experience

MadnessGames
1 year 11 months

Producer & Game Designer
February 2023 - Present (1 year)

Simple Sandbox 3:
• Team management, writing and control of art/code tasks
• Work on the all core GD, UX layout and in-game monetization
• Work on marketing and attracting users - communicating with youtubers, creating promos for different sites, creating community-structures to generate content
• Search and selection of new specialists to the team (HR)
• Work with the community of Simple Sandbox series

Lead Game Designer
May 2022 - February 2023 (10 months)

Simple Sandbox 3:
• GD management
• Work on the all core GD
• In-depth work on transport and melee&ranged combat
• Writing and control of art/code tasks
• Elaboration and verification of all documentation
• Working on the entire UX layout
• Working with the audience of SS2

Game Designer
March 2022 - May 2022 (3 months)

Simple Sandbox 3:
• Elaboration of the whole concept of SS3
• Writing global documentation with a focus on core GD
• Working on the entire UX layout

Tinkoff
TeamLead / Game Designer
February 2022 - August 2022 (7 months)

Creating a game project for IT-conferences:
• Writing all documentation: GameDesign / UX Layout
• Team management (Code/Art)
• Creating website functionality for interacting with the game

Indie GameDev Club
System + Tech Game Designer
June 2021 - October 2021 (5 months)
Иннополис

• Wrote technical specifications in all areas of development - from code to art and sound
• Worked through all the meta in the game - the balance of the slot machine, the progression of the player and bots, the calendar of awards, prices in the in-game store, and other moments
• Chose an analytical system + described tutorial and events for analysis
• Made interfaces and configured configs
• Created and implemented particles to Unity + worked with git

---

Education

Университет Иннополис
-, Бакалавр технических наук, Информатика и вычислительная техника · (August 2020 - September 2021)