

IT'S DANGEROUS TO GO
ALONE! TAKE THIS.



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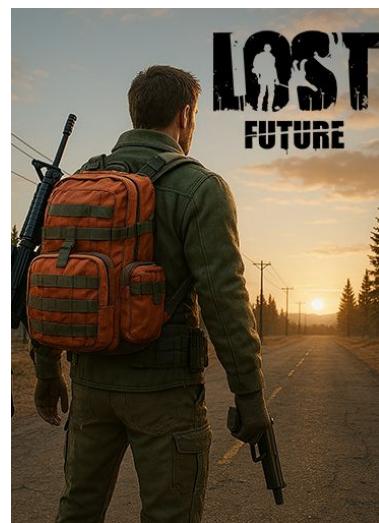
MY 12 YEARS OF GAMEDEV EXPERIENCE:



[Social Quantum](#) — Design Director

2024 — 2025

Genre: Action, Survival | **Platform:** Mobile



Led a 20-person design team across multiple disciplines: system design, balance and monetization, technical design, narrative, UI/UX, level design, sound, and analytics.

- Set up the department from scratch: built workflows with stakeholders, established comms with other teams, introduced design standards and documentation templates.
- Spent a lot of time on team care: 1:1s, retros, growth plans. Hired 5 people, let 2 go.
- Team's overall comfort and satisfaction significantly improved, according to anonymous HR surveys.
- Team's overall performance and quality of work improved according to dev and art teams' leads.



[Tencent](#) — Lead Game Designer (GaaS)

2023 — 2024

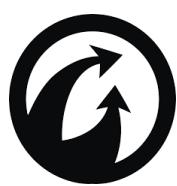
Genre: Action, ARPG | **Platform:** PC, Consoles



Led a team of game designer experts in publishing.

- We helped partner studios with anything game design-related, from high-level feedback to hands-on problem solving.
- Focused mostly on monetization and live-service design.
- Helped partners significantly improve their project metrics.

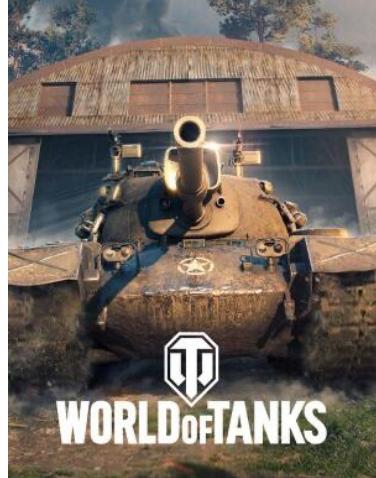




[Wargaming](#) — Principal Game Designer (Economy)

2021 — 2023

Genre: Action MMO | **Platform:** PC



Sole game designer on social stream.

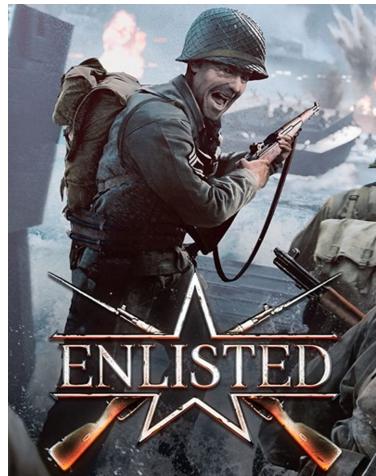
Worked on systems like clans, friends, parties, tournaments, and more.

- Redesigned the entire clan system around a shared clan base and a separate meta layer outside the core gameplay.
- This boosted clan conversion, encouraged social play, and improved the in-game economy.

[Gaijin](#) — Senior Game Designer (Generalist)

2019 — 2021

Genre: Multiplayer FPS | **Platform:** PC, Consoles



Worked on a wide range of features as part of the game design team: weapons, vehicles, characters, balance.

Hands-on with a proprietary ECS engine.

- Cleaned up and unified all balance and content tables into a single structured system.
- Designed, owned, and shipped a successful [April Fools event](#) that got great feedback from players.

[Mad Muse Media](#) — Studio Director / Producer

2017 — 2019

Genre: 4X-strategy | **Platform:** Mobile



Founded and led a 30-person studio, personally hiring every team member.

- Acted as producer on an innovative mobile 4X strategy game.
- Handled studio operations: budgeting, legal, HR, office management, and more.

The project reached soft launch and showed great metrics, but was shut down by investors' decision.

[RJ Games](#) — Middle Game Designer (System Design)

2015 — 2017

Genre: 4X-strategy | **Platform:** Mobile



Worked on systems like espionage, faction reputation, and late-game meta aimed at hardcore players and monetization.

- Automated config file updates from balance spreadsheets to streamline workflow.





[My.Games](#) — Junior Game Designer (Economy)

2013 — 2015

Genres: Racing, Party-Based RPG | **Platforms:** Mobile, Web



Worked on an arcade racing mobile game

- Reworked the economy and FTUE multiple times to match shifting stakeholder requirements.

Also worked on a browser-based battler.

- Designed a large-scale content update, implemented almost entirely through configs: resulted in strong financial performance.



MY EDUCATION:



[Higher School of Economics](#) — Game Project Management

2014 — 2015

Postgraduate Diploma

I have a Post-Graduate Diploma in Game Project Management, focused on both production and game design.

The program gave me a solid understanding of how games are built: from budgeting and scheduling to managing full production cycles.



[Higher School of Economics](#) — Business Informatics

2009 — 2015

Bachelor's Degree

I have a Bachelor's Degree in Business Informatics, which gave me a solid mix of tech and business skills.

That blend has been especially useful in game development and IT, where you need to understand both sides to be effective.

During my studies, I picked up practical skills in math, economics, programming, data analysis, project management, and business strategy.

This background helps me connect technical and business teams, and build strategies that actually work and deliver results.

MY SKILLSET:

Systems Design: I enjoy building deep progression systems, fun mechanics, and engaging levels that keep players hooked.

Economy Design: I love crafting in-game economies that support both long-term engagement and monetization.

Game Balance: I've repeatedly tuned games for fairness and fun, balancing systems and content for a great player experience.

Prototyping: Comfortable with rapid iteration, I use various tools to quickly test and refine ideas.

Scripting & Programming: Solid C# experience: gameplay logic, performance tweaks, third-party integrations.

Game Engines: Mostly Unity (lots), some Unreal (enough): asset pipelines, scene setup, gameplay features.

UX Design: I understand and apply UX principles to make interfaces clear and player-friendly.

Project Management: Used to managing teams, timelines, and budgets — and delivering on all three.

Teamwork: I work well across disciplines and keep communication open and productive.

Leadership & Mentorship: I've led teams, helped people grow, and built a healthy team culture.

Industry Knowledge: I stay on top of trends, player behavior, platforms, and monetization models.

Analytics: I use data to guide design, improve retention, and optimize gameplay loops.

Marketing Awareness: I understand how games get to market and what makes them stand out.

MY GOALS:

- Looking for a senior or lead role as a game designer or producer, where I can use my experience to make a real impact and drive business value.
- Open to working on projects at any stage — from pre-production to live-ops — in both big companies and small startups.
- I've worked across different genres and platforms, so I adapt easily to varied project needs.
- Interested in developing as product or design manager, mentoring others, and sharing my knowledge to help teams succeed.
- Flexible about remote work and time zones. Mainly based in Western Europe but often on the move.
- Prefer not to be tied to an office because of my dynamic lifestyle.

To anyone who has read this far – thank you!
Here are some Easter Eggs for you to click on:

