




Yevgenii Moshchenko

Game Designer

Personal Data


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 Portfolio: jenyamoshchenko.com

Work Experience

- May 2023-Oct 2023 **Lead Game Designer at [Clover Bite](#), Haifa**
Video Game Development
Designed and developed the game **Project Name** (survival-crafting) working for Clover Bite.
Responsibilities: Design & Specification, Narrative Design & Storytelling, UI&UX, Team's design coherency.
- Feb 2022-May 2023 **Game Designer at [Berger Sisters Ltd.](#) for design agency [The Industry](#) in Tel Aviv-Yafo, Zikhron Ya'akov**
Content, Design & Technology
Made specifications of design documents for the project **Midbaryom** (Experiential games and stations with sensors and motion detection systems for [NegevZoo](#), the desert zoo in Beer Sheva)
Responsibilities: Design & Specification, UI&UX.
- Apr 2022-Aug 2022 **Lead Game Designer at [Road2](#) accelerator in co-op with [Tiltan School](#), Haifa**
Video Game Development
Designed and developed the game **Survive The Void** (survival-sandbox) for acceleration program Road2 with a team of 4 people.
Responsibilities: Design & Specification, Narrative Design, Team's design coherency, UI&UX, Audio Design, Tech-Art, UI & secondary systems programming.

Education

- Nov 2019 - Oct 2023 [European Bachelor of Science - BS, Tiltan School of Design & Visual Communication, Haifa](#)
Game Design & Development
- Nov 2016 - May 2018 [STEP Computer Academy, Odesa](#)
Programming C, C++, C# and 3D Maya

Skills

- Communication
- Problem Solving
- Design Thinking
- Teamwork
- Critical Thinking
- Fast Learner

Software

Unity: Very Good
Microsoft VS: Very Good
Construct 3: Good
UE4: Intermediate
Plastic SCM: Intermediate
GitHub: Very Good
Figma: Very Good
Miro: Very Good
Photoshop: Intermediate
Illustrator: Intermediate

Languages

English: Fluent
Russian: Native
Ukrainian: Native
Hebrew: Intermediate