Evgeniia Rein

Core Gameplay Design Intern

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Games I like to play: Hotline Miami, Lumines, Divinity: Original Sin 2, Titanfall 2
Member of: Women in Games, Indie Game Development, Games for Change

TECHNICAL SKILLS

- Strong background in creating, refining, and implementing **features, systems**, and **content**;
- Vast expertise in **scripting** and implementation of game content to enhance player engagement;
- 4 years of experience creating game mechanics and rapid **prototypes**, both on paper and in engine;
- **Scripting** with Blueprints and C# for 10+ prototypes together with documentation writing;
- Diverse experience **collaborating** with design teams, artists, and programmers through competitions and 6 **game jams**;
- Ability to provide **feedback** to the art and programming teams regarding the design choices and specifications, as well as to incorporate feedback into my own design work;
- **Problem-solving** skills and ability to make autonomous creative decisions and innovative thoughtful solutions;

AWARDS

- **Won three nominations in a local game jam with a narrative-heavy game (published on Steam);**

- **Participated in Games for Change Game Jam 2023;**

- **Reached a quarter-finalist ranking in the *Unreal Engine Dev Contest 2020;***

SOFTWARE SKILLS

- **Proficient** in **Miro**, **Google Docs**, Excel, Adobe Suite (including Photoshop, Illustrator, XD); Substance Painter, **Unreal Engine 5**, 3D Studio Max; GitHub;
- **Strong background** in **Unity**, Blender, Maya, ZBrush;
- **Growing knowledge** in Substance Designer, JavaScript, Python, C++, C#.

I have been making board, TTRPG, and video games for the last five years as a game designer, student, and teaching assistant. Notably, I still have an immense passion for game development and gaming. I constantly play modern and retro games to know the current trends and embrace a great game design.

EXPERIENCE

GAME DESIGNER   **September 2018 - Forever**

- One of the projects I worked on was an experimental nonviolent stealth shooter with *microphone control*. Players had to blow into the microphone to shoot fragile objects and distract the teacher.

GAME DESIGNER (GAMIFICATION)   **September 2022 - May 2024**
Grant Administration at UConn
Graduate Assistant collaborating with the university department on an educational gamification focused on federal administrative guidelines:

- Established the development pipeline in collaboration with content experts to create an effective training gamification;
- Designed and prototyped game system that promotes professional learning and engages non-gamers in game activities within a compelling narrative;
- Designed characters and created a game world that feels both personal and professional;
- Learned new tools and created a game using visual scripting and JavaScript.

GAME DESIGNER (MOBILE)   **June 2021 - January 2022**
Tamashi Games

- Researched and analyzed mobile game market trends;
- Designed and developed game mechanics for an idler game;
- Created, maintained, and modified game design documentation and specifications;
- Prototyped a screen flow using Adobe XD;
- Assembled lists of required assets for the art team and delegated tasks.

UNREAL ENGINE 4 TEACHING ASSISTANT   **September 2020 - July 2022**
Game Design department at HSE University

- Reviewed code and graded assignments of 62 sophomore BA students in Game Design, and provided feedback;
- Designed simple activities to explain the topic in an entertaining way;
- Taught "Intro to Unreal Engine 4" to school students aged 13-17;
- Taught "Intro to Unreal Engine 4" to 23 freshman BA students in Game Design.

FOUNDER AND CHIEF EDITOR   **December 2020 - January 2021**
Student Game Design Media at HSE University

- Founded an online student media focused on video games and game development, which now engages the entire department;
- Oversaw all aspects of content production, including editing, planning, and publishing articles, reviews, and developer diaries;
- Managed a team of 8+ editors, ensuring efficient workflow;
- Designed thumbnails and graphics for social media posts.

EDUCATION

MFA IN GAME DESIGN at University of Connecticut   **expected May 2025**

NIAGARA VFX BOOTCAMP at VFX Apprentice

BA IN GAME DESIGN at HSE University

BA IN GAME DESIGN (study abroad) at Uppsala University