

BOHDAN POLISHCHUK

Game Designer

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[LinkedIn](#) | [Portfolio](#)

London, UK (willing to relocate)

SUMMARY

Enthusiastic and detail-oriented Game Designer with a strong foundation in game design, player experience, and data analysis. Holds an MA in Digital Games from Brunel University London. Demonstrated ability to enhance player engagement through data-driven design decisions. Proficient in Unity, with a passion for creating immersive and intuitive gameplay experiences.

EXPERIENCE

- Data Analyst – Matic Insurance (Oct 2021 – Aug 2023)
 - Increased sales by 9% through optimized marketing channels
 - Improved customer satisfaction by 20% by resolving core feedback issues
- Data Analyst – Stepico Games (Sep 2020 – Sep 2021)
 - Boosted retention by 25% through funnel analysis and balancing
 - Doubled sessions per user by improving core gameplay loop

EDUCATION

- MA – Digital Games: Theory and Design
Brunel University London
Sep 2023 – Dec 2024
- BS – System Analysis (Data Science)
Lviv Polytechnic National University, Ukraine
Sep 2018 – May 2022

PROJECTS

- Sweet Escape – 3D stealth-action game
 - Designed core mechanics and level flow using Unity.
 - Conducted playtesting sessions and iterated based on user feedback.
- Winter Visit – Narrative pixel art game
 - Developed relatable narrative and atmospheric storytelling elements.
 - Focused on enhancing user experience through immersive design.
- WarForged – Crafting & management sim
 - Built economy systems and feedback loops in Unity
 - Designed progression systems to support player engagement.

SKILLS

- Game Design: Mechanics; Game, System Design; Prototyping; Documentation;
- Tech: C#, C++; Python; Data Analysis;
- Tools: Unity, Unreal Engine, Blender, Jupyter, Visual Studio

ADDITIONAL

- Languages: English (Fluent), Ukrainian (Native), German (Intermediate), Japanese (Beginner)
- Interests: Narrative design, music (violin/guitar), tabletop RPGs