

Samat Imanalin

Technical game designer

imanalin.s.a@gmail.com

linkedin.com/in/samatiman/

Number: +316 84934104

imanalinsamat.wixsite.com/my-site

Looking for

Junior positions in Game Design and QA

Recent work experience

February 2023 – June 2023

Railway Empire 2 | Intern(QA and Game Balancing)

- Conducted Quality Assurance on a number of game builds in the pre-release stage of the game's development.
- Assisted with game's campaign and scenario balancing.
- Took over the balancing and partial re-work of 2 game scenarios.
- Proposed and concepted rebalancing of several game mechanics to create meaningful player choices and drive engagement.
- Joined the customer support group after the game's release and improved its pipeline by consolidating player feedback into an FAQ post.

January 2021 – June 2021

Child of Lothian | Technical designer

- Concepted, designed and implemented multiple player abilities and level ingredients based on the demands of level design, with the help of **UE4's visual scripting** tool.
- Enhanced the interactivity of the open world by developing and placing environment objects that react to player's actions.
- Set up the necessary functionality for the collectables and placed them in the game world.
- Concepted, developed and integrated the player journal into the existing **UI** system.
- Implemented part of the dialogue and UI audio.

September 2021 – January 2022

Dune strider | Technical and audio designer

- Defined and documented the audio vision for the project and **maintained the team alignment** on it.
- Composed the ambient and boss music, as well as implemented the ambient audio in-engine.
- Formed a proposal for the player movement system, backed up by a playable prototype and a documented vision.
- **Developed gameplay prototypes** during the concepting stage of the project.

November 2020 – July 2021

Osakabe | Technical and audio designer

- Concepted and implemented the player camera and movement systems, based on **competitor research** and iterated on it based on the demands of the team and **playtesting data**.
- Concepted, developed and iterated on the monkey toy, lantern and mirror abilities.
- Created all game audio, based on the genre and competitor research and implemented it in-engine.
- As a part of several **multidisciplinary** strike teams, developed game mechanics and player abilities for gameplay prototypes during concepting stage.

Education

September 2019 – June 2023

Creative Media & Game Technologies
Bachelor of Science, Breda University of Applied Science

- Specializing in Design and Production

September 2017 – June 2019

Game design and virtual reality
Bachelor of Science, HSE University

- Specializing in Game Design

Hard Skills

- Visual scripting via blueprint
- Prototyping of game systems and mechanics
- Game design documentation
- Game Audio creation and implementation
- Analysis and iteration based on playtesting data
- UI/UX design

Soft Skills

- Effective cooperation and communication within teams of up to 30 people
- Adaptability to different cultural work environments
- Multidisciplinary collaboration
- Creative approach to design challenges

Software

- Perforce
- Unreal engine
- Jira
- FL Studio
- Adobe Illustrator/Photoshop

Languages

- English (fluent)
- Russian (native)
- Kazakh (basic)