Stanislas Mihaljcuk - Game Designer

Open to relocation

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DRAGON MANIA LEGENDS

This project is an 8-year old 100M+ downloads, tycoon/breeding/simulation LiveOps-heavy game.
https://apps.apple.com/us/app/dragon-mania-legends/id882507985

RESPONSIBILITIES @ GAMELOFT ON DRAGON MANIA LEGENDS

- In Game Design:

    - Pitching, designing, writing design documentation, and following new features

    - LiveOps experience in handling assets, Production pipelines, deadlines

    - Helping the Monetization team with feature production

    - Deconstructing competitor's games and systems

- In Production:

    - Coordinating w/ Artists, Product Managers, and Devs to release new updates

    - Feature Owner in Scrum Agile game development with a focus team

    - Problem-solving in Game Design, Communication issues, and Production pipeline concerns

WORK EXAMPLES IN DRAGON MANIA LEGENDS

- **New Event using Agile Scrum**
    - **Brainstormed** a new event and **deconstructed** competitors with a similar event.
    - **Prototyped** the event in **Unity** based on my design specifications with a focus team.
    - **Feature Owne**r using JIRA to manage the production pipeline, and Confluence to document the event structure.
    - **Collaborated** with Concept Artists and 3D modelers for the art direction, C++ Developers for the technical implementation, Producers for resource management, Product Managers, and the Monetization team for **balancing** the event.
    - Shipped the feature with **full design documentation** for QA review.
- **Mega Event Shop**
    - **Designed** a new shop in Dragon Mania Legends specifically for LiveOps events
    - Collaborated with Product Managers to create a flexible tool for their sales strategy and future potential A/B tests, Pricing experiments, and Anchoring offers
    - UX/UI were key points to **build an engaging experience** for our players
    - Documented technical details and programming variables for C++ Developers

- **Unified Event HUB**
    - Unified the different UI HUBs of strong revenue-generating LiveOps mega events into a single entity to facilitate production, lower artist workload, simplify development changes, and reduce errors and costly modifications.
    - Worked directly with UI designers, QA, and Product Managers to satisfy all expectations
- **Asset Production Tracking**
    - Created **Confluence** templates for asset tracking such as new Dragons, backgrounds, and every LiveOps asset. Documenting the process for each party involved.
- Deconstruction
- Tyrant element
    - Combat skills
    - VFX
    - Sounds
    - ecosystem

PROJECTS IN MASTER OF DIGITAL GAMES, INSTITUE OF DIGITAL GAMES

- **Team Lead, Game Development Class**
    - **Managed** tasks and expectations for gardening casual game
    - **Developed in Unity**
    - **Held Stakeholder** meetings with progress updates

- **Co-Designer, Game Design Class**
    - **Co-designed** a music-recognition card competitive board game
    - **Co-wrote** the design documentation
    - **Collected data** during playtesting sessions and iterated on the gameplay

- **AI programmer, Game AI Class**
    - **Coded** a Mrs. Pac-Man AI using MCTS in Java
    - **Trained** a Deep Q-Learning neural network for Minecraft path-finding

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    - **Trained** a Deep Q-Learning neural network for Minecraft path-finding in Python

- **Player Modeling Analysis, Player Modeling Class**
    - **Data preparation** in Python and Scikit Learn on DoTA 2 dataset
    - **Predicted** win probability of a match based on player skills before a match

- **Game Jam Volunteer and Participant, Global Game Jam**
    - **Volunteered** to help the University organize the Game Jam
    - **Made a Unity** game while volunteering