



CAREER OBJECTIVE

I bring 13 years of experience in game development and technical production, combining strong leadership, a solid technical background, and deep expertise in game platforms. My goal is to drive the creation of immersive, engaging gaming experiences as a game producer in a dynamic studio.

PROFESSIONAL EXPERIENCE



Friendly Pixels Game Producer

Dec 2023 — current

Founded and led production and game design on Roblox projects. Currently overseeing active development on three games, with releases and traffic acquisition planned for early 2025.



Bee a Spider



Build & Fight



Scor-PWN!



TwinWin Games (iGaming) Game Producer

Jul 2024 - Dec 2024

Led multiple slot game projects, delivering high-quality results on time while managing client expectations and upholding industry standards. Streamlined workflows and resolved challenges to ensure seamless execution and collaboration across teams.

NDA

NDA

NDA

NDA

All games are under NDA



Tatl Group Game Producer

Feb 2024 - Jul 2024

Consulted on the Unified School project as a producer and conceived the idea for The Peaceful Warrior, a game inspired by Ukrainian epics, successfully initiating its development.



The Peaceful Warrior





New Edge (R&D) Game Producer

Mar 2022 - Feb 2024

Led a vibrant team in developing casual and mid-core games, refining development pipelines for efficiency. Managed technical challenges and fostered a culture of innovation and agility.



Find The Sheep



Space Bound



Idol Tower



Playgendary Game Producer

Feb 2021 - Feb 2022

Orchestrated the technical and production aspects of major casual titles. Built and managed a diverse team, steering projects from conception to launch with a focus on technical excellence and market success.



DreamTown



NetGame Entertainment Game Producer

Jan 2020 - Feb 2021

Led a team of over 100 people, launching 16 games in 14 months. Brought in as a crisis producer to resolve issues in communication, processes, deadlines, and technical aspects. Took full leadership of teams, including remote members, ensuring high-quality deliveries



Book of Nile



Fortune Cash



Frosty Fruits



Jackpot Sevens



Dolphin Queen



Lotus Fortune



Neskin Games Lead Game Designer

Jan 2019 - Jan 2020

Made significant contributions to game development by introducing the meta component Mystic Island, designing new levels, and organizing regular and seasonal events and updates. Worked with analytics to decisively improve performance metrics.



EverMerge: Match 3





Tatem Games Game Producer

Jul 2018 - Feb 2019

Led the technical direction for the Dark Riddle series and its sequels, ensuring alignment with business objectives. Managed cross-functional teams to deliver high-quality gaming experiences.



My Gym



Block King



Paga Group Game Producer

Aug 2017 - Jul 2018

Led the technical direction for the Dark Riddle series and its sequels, ensuring alignment with business objectives. Managed cross-functional teams to deliver high-quality gaming experiences.



Dark Riddle:
Neighbor's Secret



Dark Riddle -
Story mode



Dark Riddle 2 -
Horror Mars



Green Panda Games (R&D) Game Producer

Sep 2016 - Aug 2017

Directed the launch of several successful mobile games, leading to significant company growth. Established efficient production processes and led the company through a successful acquisition phase.



Idle Aqua Park



Idle Space
Station



Sushi Bar Idle



Terrarium:
Garden Idle



Mining Inc.



Idle 9 Months



Bot Games Founder, Producer, Game Designer

Sep 2015 - Sep 2018

Led the development of Maasa Fashion Invasion with a small team of enthusiasts. Despite being an educational project, it received high ratings from critics and won awards at conferences.



Maasa: Fashion
Invasion





**Plarium /
PlariumEd /
Read Games
Coordinator**

Mar 2013 – Aug 2015

Coordinated the design and development of multiple game titles, ensuring creative and technical goals were met. Enhanced game narratives and gameplay mechanics, contributing to the successful release of games.



Numbie: First Grade Math



**Indie Art School
Founder**

Jan 2011 - Feb 2022

Founded and managed an art school for over 10 years until the full-scale invasion. Served as the visionary leader, methodologist, and a headteacher. By the time of its closure, the school had expanded to three branches.



Instagram



School Website



**Vogat Interactive
Technical Game
and Level Designer**

Jun 2011 - Nov 2012

Specialized in game and level design, with a focus on technical aspects of development. Contributed to several high-profile puzzle adventure games, enhancing gameplay experiences and player engagement.



F.A.C.E.S.



F.A.C.E.S. Collector's Edition

SKILLS & EXPERTISE

Leadership: Led teams of up to 150 members, ensuring collaboration and project success.

Technical Expertise: Strong background with various game engines and frameworks.

Project Management & Publishing: Extensive experience managing projects and publishing games on major platforms.

Communication: Excellent English communication skills, effectively engaging with teams and stakeholders.

Problem Solving: Strong critical thinking, adept at promptly resolving challenges and emergencies.

Artistic & Design Education: Specialized education enhancing game aesthetics and functionality.

Passionate Gamer: Years of experience and passion for gaming fueling creativity.



SPOKEN LANGUAGES

English (fluent), Ukrainian (native), Russian (fluent), Armenian (native)

LECTURING EXPERIENCE

2022 - 2023 — Professor at IADE — Game & Level Design (Unity)

2020 - 2022 — Workshop Leader at TUMO Kyiv — Game Development (Unity)

2011 - 2022 — Headteacher at Indie Art School — Drawing, Painting, Sculpture, Composition, Crafting, Art History, Board Game Development, and Teaching Methodology

2019 - 2020 — Graduate Lecturer at KNUKiM — General Design and Environmental Design

EDUCATION

2022 — IADE, faculty of Game Design and Art — obtaining a PhD degree.

2019 - 2022 — KNUKiM, faculty of Design — obtaining a PhD degree.

2008 - 2014 — National University of Art, Design and Applied Arts — Master's degree in UI/UX

2011 - 2012 — professional English writing course

2009 - 2010 — IT Step — C/C++ programming course.

2006 - 2008 — National Technical University — Programming Professional Training Course.

ADDITIONAL INFORMATION

- Demonstrated patience and a positive attitude in dynamic and challenging environments.
 - Extensive experience in narrative design and organizing recording sessions.
 - Experienced in creating teams and launching projects from scratch.
 - Skilled in driving growth and forming partnerships.
 - Comprehensive understanding of UI/UX design principles.
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CONTACTS

e-mail: tyhran@tyhran.com

website: www.tyhran.com

telegram: t.me/tyhran

calls: [+34 610 53 53 47](tel:+34610535347)

