



Tyhran Khachatryan

e-mail: tyhran@tyhran.com

website: www.tyhran.com

telegram: t.me/tyhran

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

CAREER OBJECTIVE

To lead an ambitious game studio — whether a new startup, a rapidly scaling company, or an established developer entering a growth phase — building and guiding it to success from the ground up in the role of Head of Studio.

I have extensive experience working in major game studios and contributing to successful titles, with over 15 years of direct professional work in game companies and 20 years in the gaming industry overall, including independent projects. A professional artist and certified designer, I also teach game production at universities, combining strong leadership, a solid technical background, and deep expertise in game platforms to drive the creation of immersive, engaging gaming experiences as a game producer in a dynamic studio.

15+

years in game development

200M+

overall downloads

100+

released games

TOP-PERFORMING GAMES



PROFESSIONAL EXPERIENCE & PORTFOLIO



Eventyr Interactive
Game Studio Head

April 2025 — current

Produced hypercasual R&D titles, building a team from scratch and leading market trend analysis, rapid prototyping, and publisher collaboration to deliver high-performing games from concept to launch.



Bubble Tea Block Puzzle



Solitaire Throw



Color Board



Word Board



Word Groups Puzzle



...more games



Friendly Pixels
Studio Head

Dec 2023 — current

Founded and led production and game design on mobile puzzle games using an R&D model. Currently overseeing active development on three titles, with releases and traffic acquisition planned for early 2025.



Color Fill



Little Land



Story Lines



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.



Joker's Spellbook



9 Rhino Fast Fire



Mystic Lanterns



...more games



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)
Studio Head,
Lead 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



...more games



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



Neskin Games
Lead Game
Designer

Jan 2020 - Feb 2021

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



**NetGame
Entertainment**
Game Producer

Feb 2019 - Jan 2020

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





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



Match 3D Pair



Block King



Smoothie Maker



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



Bot Games Founder, Game Designer

Aug 2016 - Sep 2017

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



Green Panda Games (R&D) Game Producer

Sep 2015 - Aug 2016

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 9 Months



Sushi Bar Idle



Terrarium:
Garden Idle



Mining Inc.



...more games





Shift Games
Founder,
Game Designer

May 2014 – Sep 2015

Researched, developed, and released 8 board games as my own project, marking my first experience in building a team and securing investment. Several titles were showcased at Messe Essen and received high acclaim.



Perfect Zombie!



Terra Inc.



Karma Police



Total Disaster



Mad Garden



...more games



**Plarium /
PlariumEd /
Read Games**
Coordinator

Mar 2012 – Apr 2014

Coordinated the design and development of multiple game titles, ensuring creative and technical goals were met. Enhanced 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 2009 - Nov 2010

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



SPOKEN LANGUAGES

English (fluent), Ukrainian (native), Russian (fluent), Armenian (native), Spanish (B1)

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.

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.

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

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 knowledge of UI/UX design principles.

