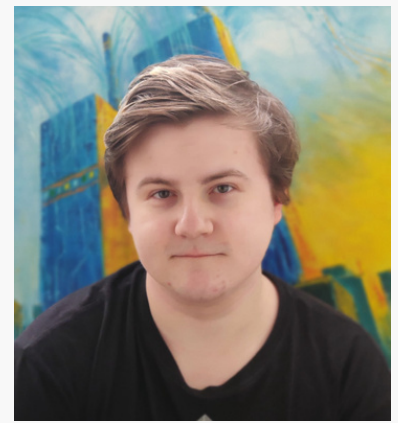


TIMUR SLAVGORODSKII -KAZANETS

NARRATIVE DESIGNER
CANDIDATE

Tbilisi, Georgia
+995 599 03 79 34



PROFILE



In 2020, I have founded my own studio to make a game that will speak to the players about controversial topics like ideological clashes, discrimination, environmental pollution, and others. I decided to do this because while studying narratives and how they affect the players, I have understood that such university findings should become useful for society. Proper work with the team is my top priority because I believe that only together we can make meaningful games that can turn the world into a better place.

SKILLS



Narrative Design	Storytelling	SEO
Game Design	Game Mechanics	Collaboration
UI/UX	Copywriting	Editorial
Level Design	Creative Writing	Leadership

PROGRAM LITERACY



Articy: Draft	R	Jira
Unity	Python	Confluence
UE5 Blueprints	Git	Trello
Twine	C#	Nuclino

LANGUAGES



Ukrainian	(Native)
Russian	(Native)
English	(C1 - IELTS 8.0)
French	(A2)

EXPERIENCE



2020 - Present

Risus Lupus

Creative Director

Founded small amateur indie studio that now develops debut action-adventure "Argenta Fervojo". The following goals have been reached under my direction.

- Developed the core gameplay components of the game for the Unity engine (and later for UE5 Blueprints).
- Created the game's narrative from scratch both developing the core story concepts and all the major events the player will face in the demo and the game.
- Have outlined technical tasks (with self-made concepts) for more than 50 different models in the demo project.
- Designed such systems as Interactions, Saves, Death, RPG-like skills, Riddles, Battle System (mix of real-time Dark Souls fights and positioning), Dialogues, and unique feature of the game, the Time Anomalies that change side quests story depending on the character's death.
- Managed a team of 10 people that worked on UI/UX, Programming, Art, and Design aspects of the game. Made it using such tools as Jira, Confluence, and Notion.
- This ambitious project's demo is now being in development, and nearly 400 people on Instagram are watching our progress. I have collaborated with the team on making all the social media posts.

EDUCATION



2020 - 2021

**Free University of Berlin
(Germany)**



MA in East European Studies
(Double Degree)

GPA 1.3 out of 1-4 (Excellent)

Thesis: *The Reproduction of Racism
and Nationalism in Contemporary
Virtual Spaces: A Comparative
Analysis of Dragon Age and World
of Warcraft Game Franchises*

2019 - 2021

**Higher School of Economics
(Russia)**



MA in Comparative Social Research
(Double Degree)

GPA 8.95/10 (Excellent)

Thesis: *The Reproduction of Racism
and Nationalism in Contemporary
Virtual Spaces: A Comparative
Analysis of Dragon Age and World of
Warcraft Game Franchises*

2015 - 2019

**Higher School of Economics
(Russia)**



BA in Political Science

GPA 9.08/10 (Excellent)

Thesis: *Social and Political Identity
Construction in Virtual Communities:
Evidence from Analysis of Social and
Political Practices (MMORPG World of
Warcraft Game Experience)*

2018

**University of Edinburgh
(United Kingdom)**



Exchange

Erasmus + Grant Receiver

EXPERIENCE



2018-2019

Level Up



Project Manager

Worked as SMM and PR specialist in the agency that provided supportive actions to such companies as Activision Blizzard, Bethesda, and Riot Games.

- Conducted major PR campaigns with bloggers developed for the Fallout 76 game launch. It attracted more than 100 000 followers to the various social media of the game on YouTube and VK.
- Managed SMM communities of Quake Champions and Fallout 76 in VK. Totally these communities had more than 70 000 followers.

2018

Herald of Azeroth



Chief Editor

Worked as a Chief Editor in the largest CIS e-journal about World of Warcraft.

- Managed a team of 70 people from the Art and Writing departments.
- Written nearly 15 articles myself and edited more than 30 articles of other authors over several months of being a Chief Editor.
- Was responsible for newsmaking and scientific parts of the journal that explored the recent events around WoW and the latest research on this game.

PUBLICATIONS



2020

Ethnographic Review (Scopus Q2)

*Narrative Analysis Application to the Studies
of Identities in the Context of Virtual
Ethnography: Limitations and Possibilities*

INTERESTS



Videogames

Research



Books



Tabletop games

