

DMYTRO RUCHKO

Game Designer | Ireland | dmytro.ruchko@gmail.com | dmytro-ruchko.com

SUMMARY

Game designer who builds - hands-on in Unity and C# from the first prototype through shipped content. Experience as the sole designer on a small mobile team, owning level design, FTUE, dialogue, and balancing while implementing everything directly in-engine. Background in rapid prototyping pipelines and live-title iteration. BA in Animation & Game Design (2025).

WORK EXPERIENCE

Game Designer - Evolute Games | Aug 2023 - Dec 2023

- Sole game designer on a 6-person team for Gravitation.io, a casual Vampire Survivors style arena for Android and IOS.
- Owned level design, first-time user experience, dialogue, and ability balancing, with contributions to progression tuning
- Implemented and assembled all design content directly in Unity, working daily with one programmer and two artists
- Ran daily standups and acted as the bridge between founders and the development team, translating shifting business direction into buildable scope

Game Designer - LuB Games | Sep 2021 - Feb 2022

- Built and coded gameplay prototypes in Unity within a rapid-prototyping pipeline, taking concepts from pitch to playable in short cycles
- One prototype was greenlit and developed into a fully released title [Rush War: Army Commander](#), which reached 1M+ downloads.

Independent Game Developer | 2019 - Present

- Currently designing and building a squad-based tactics roguelike - solo development across design, code (Unity), art, and audio.
 - Regularly participate in game jams solo and in teams, such as GGJ and GMTK.
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SKILLS

Design: Systems design, game balancing, level design, FTUE design, progression systems, core loop design, content design, encounter design.

Tools: Unity(C#), Firebase, Git, Excel/Google Sheets, Figma, Jira, Notion, Photoshop

EDUCATION

Bachelor of Arts in Animation & Game Design | Atlantic Technological University, Ireland | Sep 2022 – October 2025