

## Contact

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(LinkedIn)

[mrveato.com](http://mrveato.com) (Company)  
[www.upwork.com/freelancers/mrveato](http://www.upwork.com/freelancers/mrveato) (Portfolio)

## Top Skills

Game Prototyping

Level Design

Scenario Development

## Languages

English (Professional Working)

Russian (Native or Bilingual)

Ukrainian (Native or Bilingual)

Spanish (Elementary)

# Denys Chebotaiev

Game Designer (Construct 3, Unity)

Valencia, Valencian Community, Spain

## Summary

I'm a game design and development expert with a focus on Unity and Construct 3.

Let's collaborate to create an excellent game together.

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## Experience

### Mindzai

#### Game Developer

March 2024 - Present (1 year 1 month)

Markham, Ontario, Canada

- Lead the development process for a game project, ensuring successful publication across iOS/iPadOS, Android, and HTML5 web game platforms.
- Spearhead the reskinning process by implementing graphic enhancements, custom game elements and mechanics, sprite replacements, in-app purchasing systems, and ad monetization strategies.
- Provide expert guidance and leadership to the development team, fostering an environment of learning and growth in game development best practices.
- Collaborate closely with cross-functional teams to integrate creative stories into the game, ensuring a seamless blend of narrative and gameplay.
- Actively communicate with the team regarding creative assets, game direction, marketing strategies, and innovative ideas to enhance the game's appeal and engagement.
- Continuously explore and implement new technologies and methodologies to elevate the game's quality and performance on targeted platforms.

### Mystery4 Studio

#### Game Director

September 2022 - Present (2 years 7 months)

Kyiv, Ukraine

I lead the creative vision, storyline, and mechanics for video game. Bringing concepts to life, I guide the development process for a captivating gaming journey.

## Upwork

### Game Developer

November 2020 - Present (4 years 5 months)

Top Rated Freelancer. Game Developer.

Construct 3, Unity, Game Design, Level Design.

## #brobots

### Teacher of Game Development

September 2020 - August 2024 (4 years)

Kyiv, Ukraine

I successfully managed hundreds of students during lessons and organized project work: Construct 3, Unity, Game Design.

## Reyo Media Cyprus

### Game Developer

September 2021 - January 2023 (1 year 5 months)

Nicosia, Cyprus

- Designed and implemented prototypes with banner and interstitial ads using Google's Ad Manager and AdSense, optimizing placement for user experience and revenue.
- Integrated Game Analytics and Google Analytics to track user interactions and inform data-driven enhancements.
- Collaborated with the development team for seamless integration and optimization of ads and analytics, ensuring quality and performance.
- Contributed to strategy discussions on ad placement and analytics insights to maximize monetization and engagement.

## Gamedev Camp

### Game Designer

September 2022 - December 2022 (4 months)

Vilnius, Lithuania

- Assisted in idea generation and prototyping to assess content effectiveness;
- Created core game storylines, role-play mechanics, and character biographies for a new video game.

## Wolf Escape Games

### Game Developer

July 2021 - October 2021 (4 months)

London Area, United Kingdom

Development and design of puzzle prototypes and game features using the Construct 3 engine, as briefed.

Collaborative management of the main game code including integrating new features, bug fixing, testing and maintenance, as instructed.

Consultancy on improvements that can be made to the project structure and approach from a programming and game design perspective, as requested.

Assistance with the packaging, deployment and hosting strategy of online escape rooms games.

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## Education

State University of Trade and Economics

Master of Science - MS, Software Project Management · (September 2023 - December 2024)

State University of Trade and Economics

Bachelor of Science - BS, Computer Software Engineering · (September 2019 - May 2023)