# VESNA GRAU

**GAME DESIGNER**



LinkedIn • itch.io

**PORTFOLIO**

VR • PC • MOBILE

## WORK EXPERIENCE

**FEB 2023 - PRESENT**   **Flat Pack**

### GAME DESIGNER

- wrote and submitted bug reports
- provided clear and honest feedback to shape game development
- ensured game consistency and high immersion through testing the UX

**NOV 2022 - JUNE 2023**   **Kouvolan Kaupunki**

### GAME DESIGNER

I was working on an educational game that is a part of early primary education in the city of Kouvola. The goal was to introduce children to the services provided by the city in a form of a gamified level-based set of tasks that pre-school children had to complete in different parts of the city.

As a Game Designer, I:

- developed a difficulty curve
- set an order in which the levels should be completed
- developed a mechanic of collecting points for progression
- balanced the points numbers so the experience remained slightly competitive and the progression was flexible
- wrote and kept technical documentation up to date

## SKILLS

- Systems Design
- Level Design
- Gameplay Design
- GDD
- Tech Documentation
- Rapid prototyping & Iteration
- Blueprints & Visual Coding
- Basics of C# and C++

## EDUCATION

**AUG 2022 - PRESENT**

### XAMK

Bachelor of Culture and Arts, Game Design

**SEP 2022 - JUL 2021**

### SAMSUNG IT SCHOOL

Additional education on the basics of IT and Programming, Android Application development