Andrii Dotsenko

Game Designer with 20 years of experience and 10+ years of experience in AAA-games with focus on player's comfort (UX/3Cs/Accessibility) and gameplay/system design.

Worked for big publishers (Sony, Ubisoft, Microsoft, Tencent, KRAFTON), with some projects receiving multiple BAFTA awards.

gamedesignframework.net

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Location: Sheffield, UK

UK citizen, don't need visa sponsorship

Looking for remote or hybrid positions, commutable from Sheffield

Skills & Expertise

3C Expertise: I have extensive experience designing 3C on multiple major AAA projects and conducted in-depth research of the subject. My latest article about building character feel in first person games can be found here.

System Design + UX Expertise: I'm capable of doing both system design and UX for the feature or game system, starting from the initial idea and "paper design", and then proceeding to wireframes, high-fidelity mockups and interactive prototypes.

Units, Classes, Abilities Design & Game Balance: I spent considerable time designing, tuning and balancing character classes and abilities for RPG and FPS games, and doing a lot of tuning and balancing in these genres.

Problem Solving: I have a proven track record of designing features and systems with high levels of complexity and dealing with feature requirements that involve multiple stakeholders or development teams, complex platform compliance/TRCs, telemetry, playtesting, and user research labs.

Design leadership experience: hiring, skill sharing and cross-team collaboration to get game functionality delivered with high quality bar and on time.

Technical skills: Unreal Engine/Blueprints/C++, Adobe Creative Suite/Figma, MS Office/JIRA/Confluence/Etc.

Recent Work Experience

Senior Game Designer at KRAFTON/Vector North (February 2025– Current)

Project "Gold Rush" Designed and delivered Fortnite-style 3rd person character traversal & locomotion, fluid and easy to pick up and play. Designed and delivered multiple weapon types and traversal gadgets, from the initial paper design to Unreal Engine 5 BP prototypes and then supporting code implementation, tuning and balancing.

Senior Game Designer at Sumo Digital (December 2017 – July 2024)

Gears of War: Reloaded - Designed complicated cross-platform multiplayer flow and accessibility features (color blind mode, closed captioning, gamepad customization).

PVP FPS (for Tencent) - Designed and delivered character traversal & controls for an online PVP FPS with a lot of verticality (Apex Legends/Titanfall level of complexity), which received a lot of praise from the publisher and play testers. Designed and delivered complicated UX architecture for an online PVP FPS, in addition, done most of UI design for the project, designed game settings & accessibility features, and character customization.

Sackboy: A Big Adventure - BAFTA-winning platformer for Sony, where I was responsible for the World Map, the biggest single feature of the game which required a lot of coordination of 100+ people team to be successfully delivered.

Designed and delivered complicated UX architecture & done most of UI design for the project, with unique artistic intent and complex multiplayer flow where players that could drop-in/drop-out from the game at any moment.

Designed and delivered game settings & accessibility features, including gamepad customization.

Designed and delivered character customization, taking into account LittleBigPlanet series artistic style, its established UX conventions, and requirements of the multiplayer flow.

Led the design of the game achievements/trophy set, from brainstorm coordination to the final implementation, making sure that the trophy set follows PSN requirements.

Game Designer at Ubisoft Kyiv (May 2014 – Nov 2017)

Design for PC versions of: Watch Dogs: Legion & Watch Dogs 2, Far Cry: Primal & Far Cry 4

As a part of multi-platform/multi-studio development team, designed mouse & keyboard controls for the character, driving and hacking, designed UI for PC, various PC-specific features, ensured their alignment with the overall game direction and seamless transition between gamepad/mouse & keyboard controls.

Coordinated between the dev team, Quality Control department, Ubisoft UR Labs, and studios in Montreal, Toronto, and Bucharest to ensure that the PC end-user experience is delivered in time and in proper quality. During Watch Dogs 2 development, helped new QC department in Kyiv to define PC testing processes and requirements.

Designed the requirements for PC-specific telemetry and user testing on multiple projects. Spent 9 months supporting post-launch of Watch Dogs 2 PC and helped to retain the players in the game by designing extra accessibility settings and PC-specific features, based on telemetry and player feedback.

Interviewed game design candidates for Ubisoft Kyiv. Conducted dozens of technical interviews, helped to improve the hiring and testing process (even giving a conference talk on the topic).

Regularly shared best design practices for UX & PC platform inside the studio, and represented Ubisoft at the conferences as a speaker.

"Having spent about 15 hours playing Watch Dogs 2 with a mouse and keyboard, it's easily a superior option to using a gamepad, at least in terms of accuracy and convenience." (PC Gamer)

"As a whole, FC Primal stands out as one of the very best PC version of a Ubisoft solo game." (Ubisoft Editorial)

Old Work Experience

Game Designer at Arkadium (November 2013 – May 2014)

I was leading the game design of two games we developed for Microsoft Game Studios (Microsoft Sudoku, Microsoft Jigsaw). From game concept to delivery, I coordinated between the development team, company's HQ in New York, and Microsoft stakeholders, providing regular reports on the design progress. The original version of Microsoft Sudoku was pre-installed on Microsoft Surface 3 tablet, and was one of the top-rated among all Microsoft's branded games.

Game Designer at Gameloft Kharkiv (June 2013 – October 2013)

Participated in Game Evolution of several projects (Playmobil Pirates, UNO, Despicable Me 2, Fantasy Town), delivering updates for Gameloft mobile games while adhering to tight deadlines of the live projects. Underwent training at the Gameloft Design Campus training, which focused on mobile/live games and monetization.

Game Designer at N-Game Studios (August 2007 – May 2013)

I have been the lead game designer in the small independent studio for 6 years, working on projects for Nival, Paradox, and Bigfish. I was responsible almost for everything, including system design, UI/UX, writing, level design and even community management, often handling several projects simultaneously.

Led a small team of two other designers/level designers and communicated with publishers and external stakeholders to ensure that the development team is following their design requirements. Despite extreme resource and time constraints and understaffed development team, we managed to deliver two games, X-Team: Day of Freedom and Stalin vs Martians.

Released 6 games and gained extensive experience working on various genres, from small casual games, to RTS and MMORPG.

Education

University "Ukraine", Bachelor of Fine Arts, Graphic Design and Advertising (drawing skills/web-design/CG)

Dniprodzerzhinsk Metallurgical College, Electrical Engineer (technical mindset and a lot of math)

Languages & Communication

Languages: English (Fluent/IELTS General 8.0), Ukrainian (Native)

Toastmasters community member (where I hone my public speaking skills)

Writing experience includes scriptwriting for games and game design articles.

Design communication skills: from simple one-pagers to complex GDDs, wikis and interactive prototypes.