



CONTACT



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[Portfolio Website](#)



K-Vasilev

EDUCATION

Third Degree Field of Study in
Engineering, Architecture and Geodesy
2002-2007

SKILLS

Unreal Engine 4/5 |||||

Unity 3D |||

3DS Max |||||

ZBrush ||

Photoshop |||||

After Effects ||

Word |||||

Excel |||||

Power Point |||||

C++ ||

KALOYAN VASILEV

Lead Game Designer - Lead Technical Designer

WORK EXPERIENCE

Solo Game Dev - Zoo Time

Self-Employed / Jun 2024 - May 2025

- Solo Game Development from Prototype to Publishing

Principle Technical Designer - NDA Projects

Creative Assembly / Nov 2021 - May 2024

- Supervise UE4/UE5 systems: Blueprints, UMG, Animation, Niagara
- Designed and implemented complex, scalable gameplay systems
- Solved technical challenges for cross-disciplinary issues in UE
- Led technical designers on practices between design, engineering, art

Lead Game Designer

Kingsoft - Season Games / Aug 2018 - Jul 2020

- Advise teams on design practices suitable for global markets
- Provide technical know-how on project structure and flexibility
- Propagate marketing trends and innovative monetization practices
- Lead prototyping team focused on innovative game concepts

Lead Game Designer - Dungeon Hunter 5

Gameloft / Sep 2017 - Jul 2018

- Lead & mentor a design team in creating, improving & tuning features
- Build strong creative game designs that are original and innovative
- Track and analyze game data to provide game state reports
- Evaluate on live game features aiming to improve market performance

Assistant Game Designer - War Planet Online

Gameloft / Nov 2016 - Sep 2017

- Design and take part of all in-game short and long term objectives
- Supervise, manage and empower the team by setting achievable goals
- Analyse external play-tests to determine actions for game improvements
- Collaborate with data analytics and players to improve game quality

Lead Game Designer - World at Arms

Gameloft / Sep 2013 - Nov 2016

- Design fun and immersive gameplay mechanics, features and story
- Guide and discuss the specifics of mobile game design and F2P model
- Coordinate art and development to ensure on time delivery
- Follow game projects from pre-production to post-release updates