



IVAN BULYGIN

GAME DESIGNER

INFO

Nationality Russian

Languages English, Russian

CONTACT

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PROFILE

I am a Game Designer with a completed education at Futuregames - Stockholm. I am very passionate about all aspects of Game Design, especially working on Gameplay- and Technical Design. I am excited to work with great people and bring my energy and passion to the team.



SKILLS

PROTOTYPING



GAMEPLAY DESIGN



STORYTELLING



SOUND DESIGN



SCRIPTING



PROGRAMMING



CAMERA



LEVEL DESIGN



PERFORCE



WORK

Game Design Intern
Lava Games, Stockholm - Sweden

Jan 2021-Aug 2021

I've worked on all areas related to game design, but my main focus has been on level-, systems- and technical design. Also, since the studio was small, I helped with management, marketing, and content creation.



EDUCATION

Game Design 2019-2021
Futuregames, Stockholm - Sweden

Futuregames is known for its practical education and close industry connections.

Programming 2018-2019
Breda University of Applied Sciences(-ex NHTV), Breda - Netherlands

The school's approach focuses on practical work and self-management.

Programming 2014-2017
MSP(Moscow Programming School), Moscow - Russia