

ISTVÁN GYARMATI

GAME DESIGNER



SKILLS

- Team leading
- Organisation
- Coding in C#
- Game mechanic design
- Level design
- Concepting
- Negotiation skills
- Ability to multi-task
- Production management

EDUCATION

2023 -

Bachelor of Art, Game Design
South-Eastern Finland UAS




2017 - 2019

Software developer DNF
Universiti of Debrecen

FLAGSHIP PROJECT

My most ambitious project yet is happening with my schoolmates. We are developing a horror-detective game with multilayered level design and gameplay. Presently it is in pre-production.

CONTACT

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In my role as Game Designer, I am responsible for designing and developing immerse video game experiences.

In the previous 5 years I have been working on various projects in software and gaming industries. As a self-taught indie game developer I managed my own studio for 3 years, publishing a handful of titles. I worked together with game programmers, artists and sound designers, connecting them and optimising their work flow. I managed the production pipelines, fulfilling the requirements for their work so it can flow smoothly. I was responsible for core game-, level design and vital decisions which affected the teams. I have 4 years experience in Unity, a couple of months of Unreal 5. Currently I am studying game design in Finland, further expanding my expertise and network.

WORK EXPERIENCE

2024 -

Indie Game Developer

Nowdays I am working on my own projects in my free time. I am doing the coding, concept arts, game design, level design elements of my games. I'm also consultant in multiple game projects as game designer.

2020 - 2023

Chief executive officer Hungry for Games

My role included everything from early game development to executive decisions. I lead the team from start to finish, managed workforce, time and financial resources.

ABOUT ME

Many hours spent playing video games, especially first person shooters drew me into the gaming industry. I am passionate about making the best possible experiences for players.