



Sergey Mohov

Game designer/developer

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Experience

2008–present

Self-Employed

Independent Game Developer

Working on games alone and in collaboration with other people. My projects include Paradis Perdue, Dédale and Lune. The rest of the projects are listed on my [website](#).

Summer 2013

Unit9

Intern Game Developer

Three month internship for my current school. I worked in a small team on a runner game for mobile platforms, participating in design and development of the project.

2011–2012

Livingston Research

Academic Research Writer

Writing academic essays, articles and other papers on various subjects, most notably game studies, game development, science, literature, media and technology.

2010–2011

Draftfcb

Insider

Marketing research for an advertising agency, doing target audience analysis, conducting interviews and writing market reports.

2004–2011

Various Employers

Freelance Game Journalist

Writing all kinds of analytical articles, interviews, reviews and reports on video games for various printed and online publications; most notably, PC Gamer Ukraine.

Education

2012–present

École Nationale du Jeu et des Médias Interactifs Numériques

Master's degree in Game Design

Two-year M.S. program with general courses on game development as well as courses specific to game and level design. Final team project at the end of each year.

2008–2012

National Technical University of Ukraine “Kiev Polytechnic Institute”

Bachelor's degree in Automation and Computer Science

Four-year B.S. program focused on real world systems analysis, automation theory, programming, optimization and reliability analysis with extensive physics courses.

Skills

Game design

Narrative, level design, balancing, rapid prototyping. Strong analytical skills, ability to ask the right questions and make decisions under pressure. Level editing tools.

Programming

Strong knowledge of Unity3D, JavaScript, C#. Familiar with UDK, C++, graphics pipeline, native and Photon Unity networking and Cg shading language.

Sound/Music

Familiar with FMOD, Wwise and Fabric, principles of sound design in games. Logic Pro for music.

Graphic design

Adobe Illustrator, Photoshop, InDesign. Autodesk Maya and AutoCAD. Typography, page layout and graphic design theory.

Extras

Published book: [Practical Game Design with Unity and Playmaker](#) (Packt Pub., 2013)
Fluent in English, French, Russian and Ukrainian.