MARIIA HONCHARENKO

COMPUTER GAMES DESIGN AND DEVELOPMENT STUDENT

CONTACT

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Location
Salisbury

EDUCATION

**2022 - present
BSc Computer Games Design & Development**

University of Winchester, Winchester, England

**2019 - 2022
BA Translation and Interpreting**

Kharkiv University of Humanities 'People's Ukrainian Academy', Kharkiv, Ukraine

LANGUAGES

- English
- Ukrainian
- Russian
- French

PROFILE INFO

A highly motivated student with great enthusiasm for personal and professional development looking for a game design and 3D animation related job. Highly adaptive, curious, and responsible, willing to work hard to become a part of a team and contribute creativity to projects.

WORK EXPERIENCE

3D Animator at RaRa Games   **2024**

I was a member of the 'Tomebound' game opening cinematic team.
While working on the project I:
- Developed a storyboard with client's guides
- Created blockout for 2 out of 4 animation scenes
- Created some game assets needed for scenes

Game Designer at RaRa Games   **2023**

I created one of the 'Tomebound' main characters: Artificer Wizard
While working on the project I:
- Fully developed character's concept art
- Closely worked with other game designers
- Created the model of the character in Blender

SOFT SKILLS

- Reliability
- Great communication
- Teamwork
- Outside-the-box thinking
- Time management
- Project management
- Problem-solving
- Creativity and passion

HARD SKILLS

- Blender
- Unity
- C#
- Art
- Adobe Photoshop
- Adobe Illustrator