

Yevhenii Danylevskyi

Portfolio - yedanylevskyi.quest

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Generalist Game Designer specializing in **systemic architecture** and **narrative-level** integration. Experienced in crafting immersive, player-driven worlds through **interdependent mechanics** and non-linear design. Focused on creating high-agency experiences for the premium (B2P) market.

Skills: Systems Architecture, Narrative Integration, Level Design (Environmental Storytelling), Mechanics Balancing, Player Agency Modeling, Technical Documentation (GDD/Confluence), [English C2](#).

Artificial Core | Game Designer

(10/2025) - (04/2026)

- Evolved **artifact systems** to deepen character-build variety.
- Designed **rune mechanics** interchanging passive and active abilities.
- Developed **mob AI** and ability sets for complex encounters.
- Architected **map events** triggering mechanical and environmental shifts.
- Coordinated **cross-functional teams** to align art and technical features.

TapHub Games | Game Designer

(03/2025) - (10/2025)

- Standardized **unit logic** for both player and enemy behaviors.
- Balanced **upgrade pacing** against escalating enemy wave composition.
- Designed **emergency systems** to increase player agency.
- Structured level variety to reward **weapon-build synergies**.

Freelance | TTRPG GM & Narrative Designer

(11/2021) - (present)

- Designed **modular systems** for resources and faction relationships.
- Developed custom character options and **unique dice mechanics**.
- Architected **non-linear adventures** with cascading narrative consequences.
- Built levels featuring integrated **environmental storytelling**.
- Wrote **interactive dialogues** and branched scenes.

Education

- Ivan Franko National University of Lviv - Bachelor's degree, **Applied Mathematics**
- The Ukrainian Physics and Mathematics Lyceum