



### **Other Managed Game Projects (2018-2019)**

I have also designed and managed two unpublished games that never left prototype stage:

1. Rhythm-based music game. Gameplay - tap appearing notes to the rhythm of the song. Two modes: solo and challenge.
2. Animated coloring book game. Gameplay: color images in the coloring book however you wish. Certain colors combined with certain objects trigger pre-selected animations and various audio-visual effects to make images come to life and reflect user's choices.

Both games reached playable stage with rudimentary graphics and sounds. The production team for them was managed by me.

### **Engine Improvement Planning (2017-2018)**

I have initiated and partly planned a variety of new features for the company's in-house game engine. My input: close collaboration with programmers, concept writing, prototype testing, writing documents showcasing how the proposed systems would work from the player's perspective.

### **Monetization Team Member (2017-2018)**

I was also a member of TutoTOONS monetization team. My job was to plan any given game's monetization tactics (using the pre-existing tools), implement them and document them.