

# ANDRII SOPOT

Game Designer · Systems, Prototyping & Core Design

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Odesa, Ukraine (UTC+2)



Game designer with 8+ years in game development, 6+ of them shipping mobile titles. I build systems and take concepts from a blank page to a playable build.

I ask what a feature returns before it gets built, and I pivot early rather than defend a weak concept. I use AI tools to reach a testable build faster.

## EXPERIENCE

### Game Designer

July 2023 – Present

PamPam Studio · Remote — Color Adventure, Survive Squad, Pocket Forts, Alien Horde

- Owned the retention roadmap on Color Adventure (100M+ installs) — difficulty curve, mid-term goals, tournaments, meta features, level and customization rework. Improved D1 retention over the period.
- Rebuilt FTUE on Survive Squad (10M+ downloads) and added meta progression, improving D3 retention. Ran Battle Pass tuning and daily tournament LiveOps.
- Designed Pocket Forts and Alien Horde from scratch — core loop, progression systems, economy, wave balancing, level design, meta and onboarding, authoring the full feature specifications for both.
- Ran continuous A/B testing against baseline across live titles — hypothesis design and readout.
- Built progression, reward and economy systems from zero on two projects and rebalanced a live one on a third.
- Moved analytics in-house — from analyst-dependent reporting to self-serve querying via an AI-assisted SQL workflow.
- Mentor a junior designer.

### Game Designer

January 2022 – July 2023

Beresnev Games · Remote

- Owned core mechanics, level design, boss encounters and the difficulty curve on Monster Demolition.
- Took concepts from pitch to playable build, covering design, levels and balance.
- Generated and pitched new game concepts, taking selected ones from idea to testable prototype.

### Co-Founder & Game Designer

June 2021 – January 2022

Again&Again (formerly Sopot Studio) · Odesa, Ukraine

- Co-founded and bootstrapped a 3-person studio on prototype deals with tier-1 hyper-casual publishers (Voodoo, Homa Games) — paid per prototype accepted for testing.
- Produced prototype 3D art personally, keeping the team at three and the iteration cycle short.
- Studio closed in January 2022 following the full-scale invasion.

### Lead Game Designer

May 2020 – June 2021

Avaza Group · Odesa, Ukraine

- Led design across a 3-designer team, setting the documentation and prototyping process.
- Delivered level design on Fix & Repair.

### Independent Developer

2017 – 2020

Odesa, Ukraine

- Built a mobile game solo — design, 3D art and production — and signed a publishing deal with Voodoo.

### 3D Artist (VR)

2016 – February 2017

Rstyle 3D · Odesa, Ukraine — 3D assets and environments for VR projects.

## SKILLS

|                           |                                                                                                                                                                                                                   |
|---------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Design</b>             | Systems design · Core loop & meta design · Rapid prototyping · Concept development & R&D · Progression, economy & difficulty balancing · Level design · Onboarding & FTUE · LiveOps & tournaments · GDD authoring |
| <b>Product &amp; Data</b> | Hypothesis design · A/B testing · Retention analysis (D1/D3/D7/D30) · Soft-launch evaluation · GA4 · Firebase · Amplitude · GameAnalytics · BI dashboards · SQL (AI-assisted)                                     |
| <b>Tools</b>              | Unity · Unreal · Godot · Machinations.io · Figma · Notion · Jira · Google Sheets · Claude Code · Codex · AI-assisted prototyping pipeline                                                                         |
| <b>Languages</b>          | Ukrainian (native) · English (B2, working proficiency)                                                                                                                                                            |

## EDUCATION

**Odesa National Academy of Food Technologies** — Computer Science, 2015–2018

Left to develop a commercial mobile title that reached a publishing deal.

**Progamedev** — Game as a Product · **devtodev** — Game Analytics