



POLINA PORSHAKOVA

Game Designer | Project Manager

I am a game designer who considers everyone's ideas and will create a concept with the team. I love challenging myself with conflicting ideas and problems that seem impossible to connect into one game, but one way or another I find a solution.

Contact



+31 6 13678784



porshakova771@gmail.com



<https://porshe771.wixsite.com/griewood>



www.linkedin.com/in/polina-porshakova-7777he11ou

Skills

Softwares:

Clip Studio Art, Blender, Substance Painter, Substance Designer, Aseprite, GitHub, Illustrator, Photoshop, Unity, Unreal 5, Figma, GameMaker, Visual Studio, Twine

Competencies:

project management, creative writing, narrative design, game design, level design, character concepts, event management

Hobbies

Writing, learning languages, playing rogue-likes and MH, crocheting and sketching

Education

- **Hanze University CMGT**
Game Design in Netherlands, Groningen
Currently studying
- **International Baccalaureate**
High School in Finland, Vantaa
2022

Experience

Projects

- **Spooky savings**
3D Hectic Saving Rent Game
Led the creation of a 3D game from own initial concept to a fully functional prototype.
- **Space time**
VR Wizard in the future Game
Gained experience in game design elements of immersive VR environment
- **ChangeFied VR Fiets**
Internship as Game Designer
 - Designed an educational VR game for autistic children, focusing on creating a comfortable learning environment to ride a bike
 - Designed the environment and game mechanics that support sensory-friendly interactions and accessibility.
 - Conducted research on disability-friendly design principles to enhance player experience.

Language

English C2

Russian Native

Finnish B1

Reference

Manon Hellebrand | Teacher
and Technical Artist
[linkedin.com/in/manonhellebrand](https://www.linkedin.com/in/manonhellebrand)

Gerard van der Lei | Teacher
and Programmer
[linkedin.com/in/gvdlei](https://www.linkedin.com/in/gvdlei)