


# Ekaterina Morozova | Game Designer



 Bremen, Germany

## Game Design Skills

AI, Enemies and Roster  
Encounter Setups  
Balancing Challenge  
Pacing and Flow  
Visual Integration  
Concepting  
Playtest and Iteration

## Game Development Skills

Research and Analysis  
Documentation  
Visual Scripting  
Source Control  
Scrum  
Blockouts and 2D Art

## Software



Unreal



Unity



GitHub



Jira



Perforce



Blender

## Languages

English (Fluent)  
Spanish (Fluent)  
Russian (Fluent)

## Interests



Games



Piano



Art



Literature

## About Me

Game Designer with 4 years of experience. Is passionate about creating engaging gameplay through AI and combat.

## Professional Experience

### KingArt TBA Shooter - Game Designer

2025-2026 | Unity

- Designing 3 new enemies.
- Iterative work on other enemy types and game features.

### KingArt TBA Strategy - Encounter Designer

2026 | Unity

- Level design.
- Enemy encounters and gameplay design.

## Student Projects

### Oh Bugger! - Game Designer

2025 | Student Project | 32 weeks | 24 people | UE 5

- 5 wall-walking horde enemy variations.
- Prototyping and concepting the core gameplay.
- Procedural animation and rigging.
- Enemy audio design.

### Marisol - Enemy Designer

2024 | Student Project | 8 weeks | 23 people | UE 5

- 2 enemies: ranged and melee.
- QA, playtesting, and iteration of enemy AI and combat loop.
- Implementation of animations and blend spaces.
- Audio design.

### Combat system - Game Designer

2025 | Personal Project | 8 weeks | UE 5

- Souls-like third-person combat system.
- Combat loop and boss enemy.
- Player character, camera, controls, weapon moveset and mechanics.

## Education

### Game Design and Production

Breda University of Applied Science 2022 - 2026  
Bachelor of Science, specializing in Game Design