

Sasha Gulak

Game Designer · Remote

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SUMMARY

Systems-focused game designer with nearly five years in browser and mobile games. I design core loops, progression, PvP/combat, economy, UI flows, specs, prototypes, and game-data setups. I can develop games solo, which helps me prototype quickly and hand off practical designs. Most recently at 77-bit, I worked on its browser action MMORPG and led design on 77-bit Lands, an idle mining game with ranked PvP.

EXPERIENCE

77-bit

March 2024 – April 2026

Game Designer — browser games, 77-bit.com · Remote

- **77-bit MMORPG (2024 – mid 2025)** [trailer] — designed features and owned gameplay-data setup: enemies, encounters, maps/game modes, weapons, classes, skills, and PvE/combat tuning. The airdrop campaign reached 1M+ accounts, 180K DAU, 71% D7 retention, and 2.5h average daily playtime (company figures).
- **77-bit Lands (2025 – 2026)** — main designer on an idle mining game with ranked PvP; took it from the founder's concept to playable beta. Defined the progression loop: resource gathering and production, building upgrades, daily/social missions, season pass, monetization, multi-season content, and PvP rewards tied to core progression.

Cycling Bear Studio

March 2021 – August 2023

Game Designer — mobile games, cyclingbear.studio · Remote

- **Extraction shooter** — designed a sci-fi third-person multiplayer PvPvE investor pitch demo for GDC 2023: specs, levels, combat feel, weapons, and balance.
- **Match-3 linker** — designed a tile-linking puzzle game with a city-building meta: core mechanics, content, balance, and a Machinations model for progression.
- **Hypercasual games** — designed and developed multiple hypercasual mobile games solo in Unity: gameplay rules, levels, balance, and rapid prototypes.
- **Arena shooter** — designed and developed a Quake-like multiplayer web shooter for the Metasaurs project in a team of three in 30 days.
- **Slot-roguelike** — designed features and content for a slot-roguelike mobile game, including symbols, combo rules, and balance.

SKILLS

Capabilities: systems & feature design, core loops, economy design, progression/reward balance, PvP/combat design, prototyping, UI flows/mockups, game-data setup, design documentation

Tools: Figma, Unity, Machinations, Google Sheets, Godot, Articy Draft

Languages: English (C1 Advanced), Russian (native)

HIGHLIGHTS

Game Jams [scbysnak.itch.io] — Built 8 solo games under tight deadlines.

Nationwide Game-Dev Contest — Reached the finals of Start Game 2023 and placed 4th in the Game Designer track.

EDUCATION

Murmansk State Technical University

2011 – 2019

Higher Education — Ship Electrical Equipment & Automation, Maritime Academy

Murmansk, Russia