

ANDREY VELKOV

Lead Game Designer andreyvelkov@gmail.com · +359 899 587 809

Shipped titles: *AC Origins* · *AC Black Flag* · *AC Rogue* · *AC Liberation* · *AC Valhalla* · *AC Valhalla: Dawn of Ragnarök* · *AC Mirage* · *Dying Light 2: The Beast* · *Off The Grid* · *Ghost Recon Shadow Wars* · *Chessmaster: Art of Learning*

SUMMARY

Lead Game Designer with 19 years across AAA and live-service titles. Specialized in game systems design - from environmental and combat systems to progression, economy, and meta - with a track record of owning complex features end-to-end and leading cross-disciplinary teams through full production cycles.

EXPERIENCE

Gunzilla Games - Lead Game Designer

2025 - Present

- **Off the Grid** - Coordinating cross-functional teams to ship live content on cadence; continuing meta progression improvements.

Black Phoenix Games - Lead Game Designer - Subcontracted to Gunzilla Games

2024 - 2025

- **Off the Grid** - Designed the initial campaign system framework; drove scope and feasibility decisions on live-service features alongside production leadership.

Techland - Lead Game Designer

2023 - 2024

- Led a team of 6 designers on **Dying Light 2: The Beast** - improving combat and progression systems, and designing multiple boss encounters.

Dragons Lake Entertainment - Lead Game Designer

2022 - 2023

- Delivered high-level system design proposals and full production roadmaps for clients across a range of scopes, from feature additions to full game concepts, including system design, core gameplay loops, economy, and progression.

Ubisoft Sofia - Lead Game Designer

2019 - 2022

- **AC Mirage** - led Sofia's combat design contribution; managed 6 designers in cross-studio collaboration with Ubisoft Bordeaux, negotiating scope and deliverables.
- **AC Valhalla: Dawn of Ragnarök** - co-led a team of 7 designers from feature list through ship; personally owned the Atgeir weapon design end-to-end; maintained team cohesion and delivery through mid-production departure of a senior designer and co-lead.
- **AC Valhalla** - led a design team producing paper designs and prototypes for multiple DLC concepts.
- **Skull & Bones** - led Sofia design team; produced paper design explorations for player experience and progression systems, and C# prototypes for ship-based boss encounters.

Ubisoft Sofia - Senior Game Designer

2015 - 2018

- **AC Origins: Curse of the Pharaohs** - led a 4-person strike team on the combat portion of the DLC; designed the pharaohs' presence in the world, governing boss behavior, NPC reactions, and encounter balance; personally shipped the Ramesses boss fight.
- **AC Origins** - designed the Desert Overheat Experience, a systemic environmental hazard affecting player behavior and resource management; prototyped and shipped the Trial of the Gods Events, including the Sobek encounter.

Ubisoft Sofia - Game Designer

2007 - 2015

- **AC Rogue** - extended Crowdlife with a system that enables NPCs to dynamically comment on player achievements; improved enemy AI with search behavior and propagating alarm reactions; coordinated Present Day segment with Ubisoft Bucharest.
- **AC Black Flag** - designed the Present Day progression system, Crowdlife simulation for the modern Abstergo setting, and two hacking minigames from paper design through C# prototype to level implementation.
- **AC Liberation** - contributed to overall game design; designed the persona system with distinct per-outfit ability sets and AI reaction states for civilian and guard NPCs.
- **Ghost Recon Shadow Wars** - Contributed to core gameplay design; prototyped gameplay and map editor (C#); designed a scripting language for mission logic, AI systems, and balancing; designed and delivered several missions for the 3DS launch title.
- **Chessmaster: Art of Learning** - designed the Art of Learning scoring system, minigame paper designs, C# prototypes, and chess puzzle selection and progression flow.

CORE SKILLS

Systems & Design

Game System & Feature Design
 Combat & Encounter Design
 Player Progression & Economy
 AI Design & Balancing
 Meta & Live Systems

Leadership & Production

Team Leadership (up to 7 designers)
 Feature Ownership
 Scope & Roadmap Planning
 Cross-team Collaboration

Tools & Tech

Scripting & Prototyping (C#, Java)
 Jira, Confluence
 Excel, Word, PowerPoint
 SketchUp Modeling

INTERESTS

Video games across every genre and platform - played extensively and deliberately, with an eye on design as much as entertainment. Board games with a particular focus on systems-heavy titles; 150+ played. Co-authored a published tabletop RPG series (Endyval), contributing to system design and author coordination across three books. BBQ enthusiast — smoker, kettle, and grill.

LANGUAGES

- **Bulgarian** (native)
- **English** - Advanced (C1–C2)

EDUCATION

Vocational Secondary Diploma, Computer Science
 Technical School of Electronic Systems, Sofia