



IRAKLI ZHVANIA

Game Designer | Game Developer | UE5

 +995 599 30 98 18

 rkzhvania@gmail.com

EDUCATION

 **BTU BBA, Management**
2021 - 2025

 **BTU BBA, Marketing**
2021 - 2025

EXPERTISE

- Unreal Engine 5
- Blueprint Scripting
- Technical Design
- Microsoft Office
- Python
- SQL

LANGUAGE

- Georgian (Native)
- English (C1)
- Russian (B1)

HOBBIES

- Tennis
- Guitar
- Reading
- Gaming

WORK EXPERIENCE



MaxHP Studio

10/2023 - Present

Game Developer | Project Manager

- Developing gameplay features in Unreal Engine 5 using blueprints, actors, components, and data-driven systems. Building core loops, player interactions, and mechanics, while working closely with a senior developer to optimize logic flow, and ensure design feasibility and performance.
- Performed in-depth analysis of player engagement metrics and behavior patterns, delivering insights that guided game design decisions and actively contributed to the game's production pipeline.



Arena Games

09/2022 - 01/2023

Business Development Manager

- Managed a Web3 game development company and worked with product teams to align growth strategy with real player insights. Eventually transitioned into game testing, where I developed a strong grasp of game logic, tokenomics, core loops, and system cycles.

COURSES AND CERTIFICATIONS



Epic Games

- UE Fundamentals
- Blueprinting
- Prototyping
- UI/UX Design



Bitcamp

Fundamentals of SQL & Python



IBM Berlin

Project Management