

Nikita Kuznetsov

Project Manager / Development Producer — Games and Software Products

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PROFESSIONAL PROFILE

Project Manager with a technical background in Unreal Engine, C++, and game systems design. Experienced in managing the development of game, software, and CRM products: sprint planning, Jira/Confluence, documentation, Git workflow, requirements processing, task management, client communication, and delivering projects to MVP. Strong at connecting production, design, development, and analytics: translating business goals into clear tasks, structured documentation, and trackable delivery processes.

CORE COMPETENCIES

Project Management: sprint planning, roadmaps, MVP planning, production control, task decomposition, stakeholder communication.

Tools & Processes: Jira, Confluence, Git, Git Flow, ChatGPT, OpenAI Codex, process automation, meeting notes, documentation systems, reporting.

Game Development: Unreal Engine, C++, game systems, combat systems, ability systems, UI systems, technical design.

Leadership: team coordination, client communication, code review, technical interviews, mentoring, cross-functional collaboration.

PROFESSIONAL EXPERIENCE

Cascade Kilter — Project Manager | May 2026 – Present | Moscow, Russia

Leading the development of a CRM product and participating in analytics on the use of AI agents for new commercial products.

- Leading the development of a CRM product: gathering, clarifying, and structuring customer requirements to prepare specifications for the development team.
- Decomposing requirements into tasks, aligning priorities, and controlling the team's delivery results.
- Supporting communication between the customer and the development team, documenting agreements and requirement changes.
- Researching the use of AI agents to build new commercial products for the company.

Rive Studio — Project Manager | January 2025 – November 2025 | Moscow, Russia

Managed delivery processes for two MVP-stage projects: a game project in Unreal Engine and a desktop application built with Electron / JavaScript.

- Led production planning and coordination for 2 MVP-stage projects.
- Organized sprint planning based on weekly client meetings, current priorities, and development progress.
- Prepared monthly progress and workload reports for company management and the client.
- Configured custom workflows, filters, roles, and automations in Jira to improve task transparency and delivery control.
- Introduced structured meeting documentation in Confluence for internal and external calls.
- Designed and implemented a company-wide Git Flow: branch types, prefixes, release rules, and Jira integration.
- Moved the team's work communication from Telegram discussions to a more trackable Jira-centered process.

Selected Project Work | Unreal Engine / C++ and Electron / JavaScript

- Resolved Git conflicts, maintained repository integrity, and supported technical coordination during active development.
- Created mood/reference boards for VFX artists and prepared 5+ Unreal Engine cinematics to showcase completed VFX, scenes, and locations.
- Implemented a VFX testing gym in Unreal Engine to support review and iteration.
- Developed a Waterfall-based MVP plan for a desktop application, divided into system, product, and final phases.
- Worked with the tech lead on application architecture, presented the MVP to the client, and prepared product test cases.

Next Genium — Project Manager | September 2024 – November 2024 | Moscow, Russia

Managed documentation, roadmap structure, and production tracking during pre-production and A-slice planning.

- Reorganized scattered documentation, boards, notes, and files into tables structured around game mechanics.
- Created a production registry in Confluence to track deadlines, asset status, and mechanics development progress.
- Set up an enemy development pipeline based on existing assets: evaluation, optimization, adjustment, integration, and mechanics implementation.
- Created the project roadmap through the A-slice stage and improved visibility of design and development work status.

PROFESSIONAL EXPERIENCE — CONTINUED

Next Genium — Middle Unreal Engine C++ Developer | September 2023 – August 2024 | Moscow, Russia

Worked on gameplay architecture, combat systems, ability systems, UI systems, and technical development processes.

- Contributed to architecture design for an Unreal Engine project with a large volume of gameplay systems.
- Developed a Combatant System with wrapper classes for combat participants, turn tracking, round logic, and combat flow management.
- Built a hybrid Turn-Based / Realtime combat system where realtime gameplay switched to turn-based mode when combat started.

- Implemented effects and ability systems based on UGameplayEffect and UGameplayAbility, including tag-based targeting and environmental interaction abilities.
- Designed and implemented ActionBar and Combat UI systems with dynamic updates through callback/delegate logic.
- Built a mouse control system for contextual player actions: movement, interaction, ability use, and UI click support.
- Prepared 2 technical test tasks for Unreal Engine C++ developer candidates; conducted technical interviews and code reviews.

SELECTED PROJECTS

SmasherVR — Producer / Lead Game Designer | VR FPS in a cyberpunk/technomagic setting | 2025

- Designed core gameplay systems and boss fight flow structure for a VR FPS project.
- Led and coordinated a student development team of 15+ people.
- Organized media events, public showcases, and project presentations.
- Designed 10 game locations, including design rules, layout logic, and blockouts.
- Supervised enemy, spell, and weapon design; wrote the story script and character dialogues.

Project Revival — Unreal Engine Developer / Team Lead | Action TPS set in an alternative-future USSR | 2022

- Implemented core gameplay mechanics, including shooting, cover, AI bots, and abilities using Unreal GAS.
- Led a student team of 7 people and coordinated gameplay, design, and implementation.

EDUCATION

Higher School of Economics | Master's Degree — Game and Interactive Media Design | August 2023 – August 2025

Higher School of Economics | Bachelor's Degree — Computer Technology / Computer Systems Technology | August 2019 – August 2023

ADDITIONAL EXPERIENCE

Synergy University — Course Instructor | Unreal Engine 5 Game Developer course

- Author and instructor of Module 3 of the “Unreal Engine 5 Game Developer” course.
- Prepared educational materials and explained technical and production concepts to students in a structured way.