



## About Me

*Spending sleepless nights in front of my computer screen, wearing my headphones, I create games and music simply for the love of creating.*

## Education

*MSc Digital Game Development  
| 2025-2027*

*University of Aveiro*

*BSc Communication and  
Multimedia Design | 2020-2024*

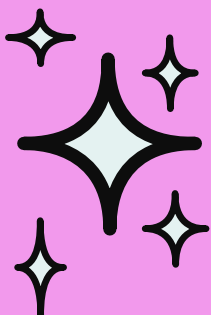
*Hanze University of Applied Sciences*

## Hobbies

- Listening/making music*
- Playing action-adventure games*
- Traveling*

## Languages

- English (Native)*
- Russian (Conversational)*
- Portuguese (A1)*



# Denis Borodin

*Game Designer and Music Composer*

*Nationality: Russian | DOB: 29.07.2001*

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 [\*Denis Borodin\*](https://www.linkedin.com/in/DenisBorodin)

 [\*denisib.com\*](https://denisib.com)

## Experience

*SyncVR Medical | Feb 2023 - Jun 2023*

*VR Development Intern (Tutorial Designer)*

*Control Online | Oct 2023, Oct 2024*

*Dutch Game Day Volunteer*

*Studio Stamp | Feb 2024 - Jun 2024*

*Puzzle and Narrative Designer of Project: Noir*

## Expertise

- Game Engines (Godot, Unreal Engine 5, Unity)*
- Game Design (Narrative, Puzzle, and Level)*
- C# (Unity), GDScript (Godot), Blueprints for Unreal Engine*
- SCRUM*
- FL Studio*

## Projects

*Other Half | Sep 2025 - Jan 2026*

*2D Metroidvania with an unconventional co-op twist*

*Fourly | Mar 2025 - May 2025*

*Solo-developed Zelda-inspired action-adventure game*

[\*Come On Shader, Light My Tile | May 2026\*](#)

*Visual Computing Paper Published in Eurographics 2026*

*AdoraBullet | Sep 2023*

*GameBoy-style bullet hell gamethat placed in the top 15%  
at the GBJam 11*