

YURI MAINKA

SENIOR GAME DESIGNER

CONTACT

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www.yurimainkadesign.com

Burnaby, BC

EXPERTISE

Spreadsheet Wizardry (Excel + Sheets)

Unreal Engine 5, Unity, P4V, Git

C#, Javascript

Jira, Confluence, Trello, Miro

Photoshop, Premiere

Team Player

EDUCATION

Game Design Diploma - Honours

Vancouver Film School
2016-2017

Bachelor in Computer Science

UniCEUB
2009-2013

AWARDS

Excellence in Storytelling - Project Imperium
Vancouver Film School

Best 2D Game - Project Magnum Opus
Vancouver Film School

Best Board Game - Project Pioneers
Vancouver Film School

People's Choice 2023 - Disney's Mirrorverse
Pocket Gamer Awards

Best Mobile Game 2023 - Disney's Mirrorverse
Canadian Game Awards

PROFILE

A passionate Senior Game Designer with 4 years of experience designing quests that delight players and meet product goals.

An enthusiastic Narrative Designer and Creative Writer who has designed story and character arcs, as well as written dozens of stories with Disney to deliver memorable adventures to players.

A supportive leader and mentor who strongly believes that collaboration, compassion, and empathy are key ingredients for great games.

WORK EXPERIENCE

Senior Quest Designer - Disney's Mirrorverse

Kabam

Jan 2023 - May 2023

- Defined Quest Best Practices for various game modes
- Managed the Quest Design team setting goals and acting as the Quests vision holder for our modes and difficulties
- Successfully pitched and implemented quest/gameplay systems and process improvements
- Created highly praised and unique combat encounters that helped raise KPIs

Narrative & Quest Designer - Disney's Mirrorverse

Kabam

Dec 2020 - May 2023

- Defined the game's narrative direction and story delivery with our Creative Team and IP partners
- Connected Story beats across in-game, marketing, and social content to build a cohesive Narrative
- Took ownership of Story Mode in our game, striving to deliver the best experience through our narrative and gameplay systems
- Conceived and collaborated on narrative scenarios, encounter design, and objectives tied to larger story goals
- Organized and maintained narrative documents and delivery schedules
- Designed and implemented all aspects of quests, from Outlines to Encounter, Dialogue, Maps, etc
- Collaborated with other disciplines to create and implement all assets needed for a complete Quest experience

Associate Game Designer - Always Sunny Mobile Game

East Side Games

Nov 2019 - Dec 2020

- Designed the gameplay balance for the episodes of our narrative-driven idle game
- Implemented and staged dialogue sequences using in-house tools
- Coordinated with other disciplines to gather and act on feedback in order to constantly raise the quality bar of our content