

Shlomi Hanukaev

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SUMMARY

Game Designer and Cofounder of Eplap Studio, specializing in system design, combat mechanics, and game balancing across Unity and Unreal Engine. Currently developing Hextalia, a strategic tower defense title with a live Steam demo. Experienced in rapid prototyping and full-cycle development with cross-functional teams of 4-16.

PROJECTS

Hextalia ([Steam Demo](#)) - Unity - Cofounder & Game Designer

Eplap Studio • May 2024 - Present

- **Lead full-cycle game design** for a cross-functional team of 4 core members and 4 freelancers, shipping a **public Steam demo** that has reached **1,800+ wishlists**, **1,000+ unique players**, and a **37-minute median playtime**.
- **Designed and balanced 8 Tower Archetypes, 35 Perks, 21 Runes, 38 Augments, 6 Artifacts, and 5 Bounties**, plus a **Skill Tree** for meta progression, all interlocking to enable adaptive, breakable builds.
- **Prototyped and shipped 20 unique enemy types with distinct counter-play abilities**, enhancing tactical depth.
- **Author and maintain** the core Game Design Document and dedicated spreadsheets for a 2-year development cycle, keeping a 5-person team aligned on systems, balance changes, and feature scope.
- **Run continuous playtesting** and UX iteration to keep deep, complex systems readable and approachable for new players.

Twilights In CATATONIA ([Itch.io Page](#)) - Unreal Engine - Lead Game Designer

Futuregames • October 2025 - November 2025

- Pitched the core vision and directed a 5-person team of artists and programmers through a 4-week sprint.
- **Scripted core gameplay systems in Blueprints**, taking the project from proof-of-concept to fully playable prototype.
- **Designed a direction-based parry system** that rewards frame-perfect execution and directional mastery with enhanced counter-attacks.
- **Designed and implemented 3 bosses** with unique visual identities, phase transitions, and attack patterns.
- **Polished parry and riposte mechanics** to ensure a tight, responsive "game feel" critical to the reflex-demanding action genre.

Jelly's Journey ([Itch.io Page](#)) - Unity - Combat & Enemy Designer

Futuregames • January 2025 - February 2025

- **Elected Lead Designer by peers** for a 16-person cross-functional team across two studio branches (Warsaw and Malmö), managing communication pipelines and ensuring design consistency.
- **Designed and rapidly prototyped** a dynamic melee combat system to deliver fast-paced, satisfying gameplay loops.
- **Designed melee and ranged enemy behaviors** to drive strategic combat, optimizing attack readability and counter-play windows.
- **Developed a unique Attack & Health system** where weapons determine both the player's attack moveset and health pool.
- **Awarded 2nd Place in Futuregames' Group Project 2 showcase (2025)**, judged by industry professionals.
- **Selected for Gaming @AFK Indie Arena 2025**, Warsaw's indie game showcase, alongside other indie titles in development.

Education

Game Design School

Futuregames Warsaw • 2024 - Present

Higher Vocational Education in Game Design

Engines, Software & Tools:

Unity, Unreal Engine, C#, Blueprints, Perforce, GitHub, Jira, Trello, Excel, Miro, Google Sheets

Skills:

System Design, Combat Design, Game Balancing, Rapid Prototyping, Playtesting & Iteration, GDD Writing, Leadership, Game Mechanics

Languages

Hebrew - Native • English - Fluent • Russian - Conversational