

Andrew Belenkiy

Game Designer

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Lead Game & Narrative Designer with 6+ years of experience transforming creative vision into player engagement, scalable systems, and efficient pipelines. Adept at unifying design, art, and tech teams around clear goals and for producing content that drives retention, depth, and consistency across many genres and platforms.

Areas of Expertise

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|----------------------------|---------------------------------|-------------------------------|
| • Multilingual Proficiency | • Problem Solving | • Team Leadership |
| • Collaboration | • Scriptwriting | • GDD (Game Design Documents) |
| • Feature Ownership | • Data-Driven Content Iteration | • Interactive gameplay |
| • Mentoring | • Storytelling | • Worldbuilding |

Professional Experience

- Teyvill Narrative**
Game/Narrative Designer

Sept 2025

 - Scriptwriting on contract (mobile games)
 - Game Design Document development, review and iteration
 - Lore/World building for PC/Web projects
 - Narrative review and editing for PC/Web projects
 - Mentorship for writers and narrative designers
- RedNeck Studio, Remote**
Lead Quest Designer

Mar 2023 — Sep 2025

 - Scaled quest production from early concept to 200+ implemented quests by establishing a unified toolset and workflow. Iterated, cutting design-to-implementation time by more than half and enabling consistent cross-team delivery.
 - Increased narrative coherence and onboarding speed by condensing 600 pages of lore into a 35-page Lore Bible used across departments, ensuring designers and artists built within the same vision.
 - Built a high-performing quest team (design, narrative, UI, tech) that could ship weekly updates without external supervision, improving feature stability and reducing rework.
 - Strengthened player engagement through storylines exploring moral conflict and wartime ethics, praised internally for raising the emotional stakes of the game world.
 - Onboarded new hires 3× faster via short lore sessions and internal documentation, reducing dependency on senior staff.
- Profitechnics Systems Ltd**
Writer

Jul 2022 — Mar 2023

 - Boosted retention in chat-based game Not Alone by designing branching narratives that increased user session length and repeat playthroughs.
 - Improved art/writing collaboration with precise visual briefs, reducing asset revision requests from artists by an estimated 30%.
 - Enabled faster narrative iteration through modular story outlines, shortening review cycles for the production team.
- Game Garden, Limassol, Cyprus**
Lead Narrative Designer

Oct 2021 — Jun 2022

 - Delivered the studio's first historically-authentic interactive detective game (Fandorin), achieving full narrative approval from the source's author and strong early playtest satisfaction scores.
 - Reduced story production time by 40% comparing to similar games through a cross-departmental pipeline linking narrative, art, analytics, and localization.
 - Standardized writing quality via a concise creative guide adopted company-wide, minimizing rewrite rounds and accelerating onboarding of freelancers.
 - Increased accuracy and immersion with original research on 19th-century Russia and the Ottoman Empire, directly influencing costume and environment design.

- Elevated narrative team output by mentoring junior writers and instituting structured feedback, resulting in higher consistency and fewer missed deadlines.

Game Garden, Moscow, Moscow City, Russia

Jul 2019 — Nov 2021

Narrative Designer

- Authored Love & Duty, a 150-page interactive story that became one of Love Choice's longest-running top-performing titles by engagement metrics.
- Improved replayability and monetization by refining branching logic across Love Choice and Detective Stories: CSI, driving higher average playthrough counts.
- Introduced data-driven iteration on narrative content, integrating analytics dashboards that informed choice balancing and dialogue pacing.
- Enhanced dialogue quality through bridging collaboration between Analytics and Hollywood screenwriters, increasing narrative satisfaction scores from internal QA reviews.
- Mentored and organized a junior narrative team, raising overall writing throughput while maintaining quality benchmarks across multiple live titles.

Education

Master's degree in International Relationships and Humanitarian Affairs & 2nd

Diplomatic Academy of the Russian Ministry for Foreign Affairs

Bachelor's degree in History

Institute of Practical Oriental Studies