

Matvii Osadchuk

Game Systems & Production

Game Design

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Switzerland | Swiss B Permit | Open to remote work

Profile

I shape game mechanics and production workflows, reviewing ideas and guiding improvements through feedback. I apply mathematics and testing to game development, study Enterprise Economics, and have experience in programme support and English/German content localisation.

Experience

Game Systems & Production

Mar 2026 - Present

Syntora Games

- Released seven slot games on Stake Engine between June and September 2026; Mineslayer is in platform review.
- Independently developed Piggy Kaboom for Syntora Games.
- Built a production workflow covering game concepts, mechanics, testing and release preparation.
- Applied mathematical modelling and simulations to assess game behaviour and balance.
- Brought together visuals, audio and Remote Game Server integration.

Game design contributions

Suggested game mechanics, reviewed work in progress and guided revisions through feedback.

Case Hunter, Golden Ball (Syntora Games)

Boss Run (Creative Synergy)

Programme Support Volunteer

Jul 2025 - May 2026

HEKS, Youth Support Programme

- Helped maintain programme data, expense records and summaries for a youth support programme.
- Researched affordable options and helped with communication and promotion.

Marketing & Content Intern

Sep 2024 - Sep 2025

INDIGO-Tech Recruiters

- Translated and adapted website and marketing text into English and German.
- Created marketing materials and updated website content.

Education

Igor Sikorsky Kyiv Polytechnic Institute

2025 - Present

Bachelor's student in Enterprise Economics, Faculty of Management and Marketing

Second-year student | Current academic average: 93/100

IT STEP Academy

2017 - 2023

Programming courses

Skills

Project work: task planning, requirements, documentation, testing, release preparation

Analysis: mathematical modelling, simulations, research, finding and fixing defects

Support & communication: programme support, expense records, English/German localisation, cross-cultural collaboration

Technical skills: Python, JavaScript, HTML, Remote Game Server (RGS) integration, visual and audio work

Languages and certification

English C1 | German B2 (working proficiency) | Ukrainian Native | Russian Native

LANGUAGECERTE Academic C1 | 79/100 on the LANGUAGECERTE Global Scale | Aug 2026