

ISTVÁN GYARMATI

GAME DESIGNER



SKILLS

- Team leading
- Organisation
- Coding in C#
- Game mechanic design
- Level design
- Concepting
- Negotiation skills
- Ability to multi-task
- Production management

EDUCATION

2023 - 2026

Bachelor of Art, Game Design
South-Eastern Finland UAS

2017 - 2019

Software developer DNF
Universiti of Debrecen

FLAGSHIP PROJECT

My most ambitious project yet is happening with my schoolmates. We are developing a horror-detective game with multilayered level design and gameplay. Presently it is in pre-production.

CONTACT

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 Rauma, Finland

In my role as Game Designer, I am responsible for designing and developing immerse video game experiences.

In the previous 6 years I have been working on various projects in software and gaming industries. As a self-taught indie game developer I managed my own studio for 3 years, publishing a handful of titles. I worked together with game programmers, artists and sound designers, connecting them and optimising their work flow. I managed the production pipelines, fulfilling the requirements for their work so it can flow smoothly. I was responsible for core game-, level design and vital decisions which affected the teams. I have 4 years experience in Unity, a couple of months of Unreal 5. Currently I am studying game design in Finland, further expanding my expertise and network.

WORK EXPERIENCE

2025 - 2026

Producer/Game Designer
Hologram Monster Oy

Wokred on multiple projects as system game designer, meanwhile managed the production of 3+ titles simultaneously.

2024 -

Indie Game Developer

Nowdays I am working on my own projects in my free time. I am doing the coding, concept arts, game design, level design elements of my games. I'm also consultant in multiple game projects as game designer.

2020 - 2023

Chief executive officer
Hungry for Games

My role included everything from early game development to executive decisions. I lead the team from start to finish, managed workforce, time and financial resources.