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 nine slot games on Stake Engine between June and October 2026; Carbon Copy is in review.
- Independently developed Piggy Kaboom and Carbon Copy 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.

Web projects

Syntora Games website | syntoragames.com Jul-Nov 2026

Built the studio website: a catalogue of the released games, news and launch posts.

Maison Zene | maisonzene.com Nov 2026

Built the perfume brand Zene's online store in six languages, the team's back office and databases.

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, TypeScript, HTML/CSS, Remote Game Server (RGS) integration, visual and audio work

Tools & platforms: Astro, Next.js, Payload CMS, Svelte, PixiJS, Tailwind CSS, PostgreSQL, Docker, Stripe, Cloudflare Workers & R2, Vercel, Git & GitHub, Playwright, Vitest

Languages and certification

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

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