



Giorgi Shelegia

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ABOUT ME

Senior Technical Game Designer | Combat-Focused Prototyping Expert | Unreal Engine Specialist | Skill-Expressive Systems Designer

Senior Technical Game Designer at **Flying Wild Hog**, currently owning certain enemy and boss mechanics for **Tomb Raider: Legacy of Atlantis**.

Expert in **Unreal Engine (Blueprints)**, specializing in combat design, gameplay feel, scalable systems, enemies and bosses for RPGs and rogue-like.

Educator with experience teaching at the **University of Georgia** and **Ilia State University**.

Core Expertise:

- **Technical:** Blueprints, Rapid Prototyping, Technical Documentation.
- **Design:** Skill-Expressive Combat, Boss Design, System Architecture.
- **Leadership:** Team Management, Mentorship, Curriculum Development

WORK EXPERIENCE

 **Flying Wild Hog** – Warsaw, Poland

Senior Technical Game Designer

[01/04/2025 – Current]

- Worked on **Tomb Raider: Legacy of Atlantis**
- Directed the development of enemy and boss rosters from initial concept to **fully functional** state.
- Built and iterated on gameplay prototypes in **UE5/Blueprints** to quickly assess and validate new combat mechanics and features.
- **Implemented and balanced** certain enemy and boss behaviours
- Led the development team through daily technical hurdles, provided clear **technical and design documentation**, and assisted in topics related to development, animation, and AI.

 **Chillchat** – Thailand

Senior Game Designer

[07/07/2024 – 15/02/2025]

- Led **combat design** and **technical gameplay prototypes** for a stylized **AA multiplayer title - Tearfallen**, a rogue-like action RPG
- Iterated features based on playtests and integrated them into production pipelines
- Produced **technical documentation** for implementation and handoff

 **Artteo** – Tbilisi, Georgia

Senior Technical Game Designer

[05/05/2023 – 07/07/2024]

- Developed player and enemy combat systems and tools in **Unreal Engine - For an Unnamed Adventure Game**
- Presented and prepared technical and design documentation for technical teams and stakeholders

🏢 **Arena Games** – Tbilisi, Georgia

Senior Game Designer

[05/01/2023 – 05/05/2023]

- Designed systems for **mobile RPGs: Heroes of Arena** and **Arena Master**
- Delivered **Game Design Documents (GDDs)**, character abilities, monetization systems (**Web2 & Web3**), and prototypes
- Led gameplay implementation using **Blueprints**

🏢 **Arena Games** – Tbilisi, Georgia

Game Designer

[12/06/2022 – 01/01/2023]

- Generated concepts for Casual & Competitive mobile games.
- Fully Designed 10 characters, abilities and stories for a **competetive mobile game - Arcane Merge** (match 3).
- **Unity & Unreal Engine**

🏢 **Freelance**

Technical Game Designer

[2019 – 2022]

- Unreal Engine Programming
- Mod development for Unreal based games
- Game design and Technical Game Design Services
- Game design and Technical Game Design online mentorship

VOLUNTEERING

[2019 – 2023] Tbilisi

Teaching Game Development for free

- Taught over 200 students for free, over 3 years of free courses.
- The goal was to give youth the access to modern profession
- These activities were done with no funding, only by support from partners who provided venues
- I founded the "Young Scientists' Club of Georgia" for this purpose, to share knowledge with peers, for free.

Link: https://www.facebook.com/AMKYSC/photos_albums

SKILLS

Unreal Engine / Character Design / Boss Fight Design / Blueprints / Game Design / Combat Design / Technical Game Design / Web3 / Prototyping / Gameplay Design / Action RPG / Rogue-Like / RPG / Mobile / PC / Shooter / Adventure

LANGUAGE SKILLS

Mother tongue(s): Georgian

Other language(s):

English

LISTENING C2 READING C2 WRITING C2

SPOKEN PRODUCTION C2 SPOKEN INTERACTION C2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user