

IGOR ARTERCHUK
RIGA, LATVIA



Game Director
Game Designer
Gameplay / Systems / Tools
Sandbox Games

Open to remote, relocation,
and on-site opportunities.

Education
MSc in Computer Science
International University
of Economics and Humanities.

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Portfolio:
igorgames.com/portfolio/

EXPERIENCE



2026 (7m)
Solo Game Developer
Self-employed

Mini Pond Farm · PC · Cozy · Farming · Terraforming
• Solo development: design, gameplay and iteration.



2024 – 2026 (1y 3m)
Game Designer
at Channel 3 Entertainment

FOUNDRY · PC · Factory automation · Co-op
Prototypes · Construction RTS · First-person horror
• Designed procedural space maps and generation.
• Built trade routes, markets and robot sales.
• Developed economy and production balancing tools.
• Helped ship Galactic Commerce: 8,287 peak CCU.
• Prototyped first-person horror gameplay.
• Prototyped construction RTS gameplay.



2023 – 2024 (5m)
Game Director

Futurion · PC · Crafting · Mount collection · Openworld
• Led a team of 5; directed design and art; built core
gameplay.



2019 – 2023 (3y 9m)
Lead Game Designer
at tinyBuild

Hello Engineer · PC / Consoles · Physics · Co-op
• Led GD team
• Developed physics systems and built prototyping
tools.



2011 – 2019 (8y 5m)
Head of Studio / Co-Founder
at Pinokl Games

Party Hard · Party Hard 2 · Party Hard Tycoon · Party Hard GO
PC / Consoles · Action · Stealth
• Grew the core team to ~20 people.
• Coordinated two additional external studios.
• Combined leadership with programming and art direction.
• Built NPC AI: 80+ behavior trees, 50–80 NPCs per level.
• Drove monthly demos, Twitch features and community
growth.
• Party Hard won awards and drew millions of YouTube views.



2008 – 2011
Freelance Game Developer
• Built casual, social and mobile
games.



FOUNDRY — Game Designer (2024–2026 · 1y 3m)

- First-person voxel factory sandbox in an infinite procedural world.
- Designed the procedural space map and content generation.
- Built trade routes, the galactic market and interstellar robot sales.
- Developed production balancing tools and hit-map statistics.
- Helped ship Update 2: Galactic Commerce — 8,287 peak CCU.

My contributions included:

- Game systems design and rapid gameplay prototyping.
- Economy, progression and factory-scaling balance.
- Feature integration and cross-team collaboration.

Additional prototypes

- First-person horror — a prototype focused on tension, sound design and environmental storytelling.
- Construction RTS — strategy, building, physics and terraforming.

[Portfolio details](#) · [Steam](#) · [Process examples](#)



FUTURION (Steam) – Game Director (2023–2024)

- Sci-fi survival sandbox with a strong focus on collecting mounts
- Complex automated crafting system featuring production chains and small robots that transport resources between storage and crafting stations
- Distinct stylized art style where most models share textures to optimize performance
- Modular design philosophy enabling flexible and efficient content creation
- A massive, traveling base that moves through an open world, seamlessly loading different scenes as players travel. Players can craft and perform other activities while the base is in motion
- Thanks to heavy use of plugins and placeholders, the game was fully playable from the very first week of development, allowing early testing and rapid iteration

Goal: Build a playable prototype in 8 months with a team of 5 people.

My contributions included:

- Game & Art direction — with emphasis on unique selling points: eye-catching visual style, flying shark mount, and giant turtle base travel
- Designed and implemented core gameplay mechanics such as shark movement and the automated factory system

[Portfolio details](#) · [Steam](#) · [Process examples](#)



Hello Engineer (Steam) – Lead GD (2023–2024)

- Multiplayer physics-based construction sandbox set in the Hello Neighbor universe
- Players build and control custom vehicles and machines using advanced parts: engines, wheels, electrical circuits, and more
- Combining real-time physics with multiplayer presented major technical challenges; network optimization was critical — full object synchronization across players was not feasible, so design decisions focused on minimizing data transfer while preserving smooth, responsive gameplay
- Project deeply integrated with the Hello Neighbor franchise lore, connecting to three other games and a cartoon series in development

My contributions included:

- Led the design team and coordinated cross-department efforts (engineering, art, narrative, QA, publishing)
- Designed core gameplay mechanics and physics systems, including: Wheels physics and drifting behavior, Surface-dependent particle effects (dust, sparks, smoke, etc.)
- Developed and iterated on in-house tools for rapid prototyping of physics-based parts and vehicle combinations
- Collaborated on lore integration: shaped symbolic vehicle designs, environmental storytelling elements.

[Portfolio details](#) · [Steam](#) · [Process examples](#)



PARTY HARD SERIES (Steam) – Head of Studio (2011–2019)

- Stealth-action sandbox with strategy, physics-driven chaos, and dark humor
- Originated as a 3-day game jam entry under the theme “fun to play and fun to watch” – the prototype quickly exploded, generating millions of YouTube views.
- 4 Party Hard games (Party Hard, Party Hard 2, Party Hard Go, Party Hard Tycoon) – launched across PC, PlayStation, Xbox, Nintendo Switch, and mobile platforms

My contributions included:

- Led the studio for 8 years, growing the core team to ~20 people
- At peak periods, managed two additional external studios working on Party Hard 2 and several prototypes
- Despite leadership responsibilities, remained hands-on: continued programming core systems and art-directed the majority of projects
- Technically: built complex AI systems with over 80 individual behavior trees supporting 50–80 NPCs per sandbox level → NPCs interacted dynamically with the player and each other, creating emergent, unpredictable, and highly entertaining chaos
- Community & marketing strategy – designed and executed the monthly demo cadence, Twitch features, and grassroots engagement plan that built the audience before any publisher involvement
- Prototyping & iteration – drove rapid prototyping cycles for Party Hard sequels and side projects while maintaining quality and schedule

[Portfolio details](#) · [Steam](#) · [Process examples](#)