

# Ivan Busenko

Game Designer | Graphic Designer | Creator of "Catch the Bullet"

Kyiv, Ukraine

**ivan.busenko.dev@gmail.com**

## Languages

Ukrainian: Native | English: Elementary (A2)

## Experience

Sumy Society for Animal Protection | Remote Web Developer (Volunteer) | August 2025

- Designed the website interface (UI/UX).
- Developed the website (Frontend and Backend code).
- Tested the application to fix bugs.
- Connected Google Sheets for data management.

Center for Digitalization (SNAU) | Sumy, Ukraine Digital Systems Specialist | April 2024 – February 2025

- Developed a web solution for dormitory management.
- Maintained the university web application.
- Designed digital and print materials.
- Managed user databases in Google Sheets.
- Created user instructions and guides.

PowerSol (Telegram Channel) | Remote Content Manager | July 2024 – October 2024

- Created animated and static visual content.
- Managed channel posts and publications.

Solo Developer & Designer | 2021 – Present

- Developed the game for Mobile, PC, and Web platforms.
- Designed game characters, levels, and environments.
- Animated movements and visual effects.
- Created the user interface (UI) and promotional graphics.

## Education

Sumy National Agrarian University | Information Systems and Technologies | 2022 – 2026

# HARD SKILLS

**Graphic Design:** Photoshop, Illustrator, Figma, Canva.

**Game Development:** Unity, C#, Level Design, Character Design, Visual Studio.

**Google Services for Games:** Google Developer Console, Google Firebase, Google AdMob.

**Web Technologies:** HTML, CSS, Basic JavaScript, PHP REST API.

**Animation:** 2D Animation, After Effects, Moho, Lottie, Web animation.

**Tools:** Google Sheets, Microsoft Office, Google Search Console, PageSpeed Insights.

**Artificial Intelligence (AI) Proficiency Tools:** Google Gemini PRO

# SOFT SKILLS

Leadership & Team Collaboration

Creative Game Design

Problem Solving & Debugging

Self-Management & Organization

Fast Learner & Detail-Oriented

# SUMMARY

I am looking for a Graphic Designer / Junior Graphic Designer position. I have 1.5 years of immersive experience in the IT sector, primarily within the Center of Digitalization at Sumy National Agrarian University, where I performed key design responsibilities. I have honed my ability to translate complex ideas into compelling visual narratives across various projects.

During my tenure at the Center of Digitalization and other roles, I was responsible for the full spectrum of visual communication. My experience includes creating high-engagement content for diverse platforms, including Instagram, TikTok, LinkedIn, YouTube, Telegram, and Facebook. I understand the nuances of each platform and how to adapt visual styles to maximize audience engagement.

Beyond social media, I possess expertise in designing for web interfaces and preparing layouts for print, including banners, diplomas, posters, and more. What sets me apart is my background in Web Development and Web Applications. This technical foundation allows me to create designs that are not only visually striking but also developer-friendly and functional.