



Akhmad Isacov

Age 37

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[Linkedin](#)

[Portfolio](#)

[Artstation](#)

Experience:

13 years of experience in the game industry and 2 years in architectural visualization (ArchViz).

2010 – 2010 Herocraft – Level Designer

- Created levels for *Robo*.

2011 – 2012 Freelance – Level Designer

- Developed Flash games.

2013 – 2013 Zeptolab – Level Designer

- Designed levels for *Cut the Rope*.

2013 – 2013 Fox3D – Game Designer

- Created concepts for game prototypes.

2014 – 2021 Bearded Games – Game Designer / Level Designer

- Responsible for game production, game design, and level design for PC and web games.

2022 – 2023 Expovision – Producer

- Produced PC games, including Play-to-Earn (P2E) titles.

2023 – 2024 Bearded Games – Unreal Engine Developer

- Worked with **Gameplay Ability System (GAS)** and **Lyra**.
- Created a horror prototype and a roguelike game.

2024 – 2025 Aixland – Unreal Engine Developer

- Developed Archiviz software.

Skills:

- C++, Blueprints, PCG, AnimBlueprint, AI, MassAI, DataAssets, Plugins, State Tree, Behavior Tree, Materials, Gas

Soft:

Unreal Engine 4/5, Unity, Cryengine, 3dsmax, Adobe Photoshop, CryEngine, Adobe Premiere, WorldMachine