

Dmitrii Molchanov

Lead Game Designer, Producer

Remote

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Summary

Lead game designer with 15 years at Playrix (mostly Gardenscapes). End-to-end features on a 6M DAU F2P game; monetization, economy balance, and 600+ A/B tests. Remote since 2020; heavy AI-assisted workflow since 2025.

Work Experience

Lead Game Designer

Playrix · Remote

2011–August 2026 (15 years)

- Full cycle of game features production on a live title with 6M DAU
- Game monetization: features, balance, pricing, segmentation, testing and analytics
- Designing and balancing in-game economy
- Working closely with data (Amplitude, Databricks, etc.)
- Running the full A/B testing cycle (600+ tests in the last 5 years), A/B methodology
- R&D, cross-project
- Using AI in day-to-day work
- Main project: [Gardenscapes](#)

Lawyer, Legal Department

Parlament of the Vologda Region · Vologda, Russia

2009–2011 (2 years)

- Drafted and reviewed regulatory acts and regional laws

Lawyer

Vologdafarm-T LLC · Vologda, Russia

2008–2009 (1 year)

- Provided legal support

Skills

- Languages
 - Russian - native
 - English — fluent
 - Spanish — B1
- Mobile Development
 - Leading a team, mentoring
 - Thorough documentation skills
 - Careful planning and running of complex processes (e.g. releasing a major change)
- IT-related
 - Classic tools such as Syncsketch, Figma, Asana, Slack and others; basic Photoshop
 - Programming, including with AI
 - System administration

Education

Specialist degree in Law · Moscow State Law Academy, 2008.