



ARSENI ATROKHOV

AI-assisted Game Developer & Designer

Roblox (Luau) · HTML5 · Rapid prototyping with Claude, Codex and Gemini

I build playable games fast with AI, **and I know what to build.**

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🌐 linkedin.com/in/arseni-atrokhov 🐙 github.com/CondrusArsen

📁 Portfolio: condrusarsen.github.io/ai-game-lab

— IN NUMBERS

600+ game teardowns **100+** games & prototypes

13,000+ lessons taught as an instructor

— SKILLS

GAME DESIGN

Core loops F2P economy
Progression Monetization
FTUE & onboarding Retention
Design docs

GAME RESEARCH

Game teardowns
Competitive analysis
Roblox charts Playtesting

AI PRODUCTION

Claude Code Codex Gemini
Specs & build prompts
Multi-agent cross-review
Reviewing AI output

ROBLOX & WEB

Roblox Studio Luau, hands-on
RemoteEvents DataStore
HTML5 games JavaScript

QA & TOOLS

Bug reports Release checks
Playwright Figma
Git / GitHub

— LANGUAGES

Russian native
English elementary
I read English and write with translation tools, which works well for async, text-based teams.

— PROFILE

Game designer and developer who turns an idea into a playable build in days. I study what makes successful games work, design the core loop and economy, build the prototype with AI coding tools (Claude Code, Codex) in Roblox or HTML5, and polish it through playtests. Background: 600+ games analysed and years of teaching Roblox Studio and Luau.

— WHAT I CAN DO FOR YOUR TEAM

Find what makes a game work

Break down any game's core loop, economy, monetization and retention, and turn it into clear decisions: what to borrow, what to fix.

Design game systems

Core loops, progression, F2P economy, onboarding and FTUE; design docs a team can build from.

Prototype fast with AI

Playable HTML5 and Roblox builds in days with Claude Code and Codex. I set the design, review the result and own its quality.

Test and polish

Playtests, clear bug reports, release checks and automated build checks; I notice where new players get lost.

— EXPERIENCE

Game Designer & AI Prototyper

Jul – Oct 2026
Bloom Labs · Roblox and browser games · Contract, remote

- Analysed **600+ games** in 3.5 months across Roblox, Steam indie, browser and mobile: core loops, economy, monetization, retention. Built AI tools that turn gameplay videos into structured teardowns, up to 49 a day.
- 100+ playable games and prototypes** in HTML5 and Roblox built with AI coding agents, solo and in a team; 40+ shipped on the studio's web platform in a small team after playtesting.
- Designed **Zombie Dungeons**, a co-op dungeon crawler with extraction (room sectors, run economy, the first 90 seconds), and adapted an existing Roblox project to it with AI.
- Ran playtests and QA for Roblox and web games: bug reports, release checks, automated build checks.

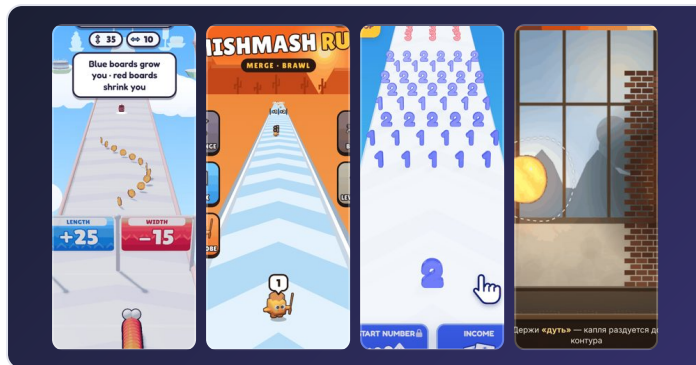
Example of my design work: on a live Roblox game I found a ~1000x luck spread in the drop odds and that every top competitor offered promo codes except us. I proposed a core loop where progress depends less on luck (permanent squad, tiers, rebirths, seasons) and backed it with a playable prototype.

Roblox Studio & Luau Instructor

Dec 2019 – Jul 2026
Itgenio · Online coding school · Part-time, remote

- Taught game development in Roblox Studio and Luau in **13,000+ lessons**; helped students take their games from idea to a working build: mechanics, UI, client/server logic, saves, NPCs.
- Read and fixed unfamiliar Luau code every day, and saw first-hand where new players get confused by UI and onboarding.

SELECTED PROJECTS



AI Game Market

[PORTFOLIO](#) · [3D WEB SHOWCASE](#) · 2026

83 playable browser games and 69 game teardowns in one walkable 3D market: runners, merge battlers, physics puzzles, original concepts (Sugar Siege, Mishmash Run, Digit Dash, Hot Glass and more) and my Roblox projects. Most games play on a phone in the browser.

► [Open the market](#) · [Source on GitHub](#)



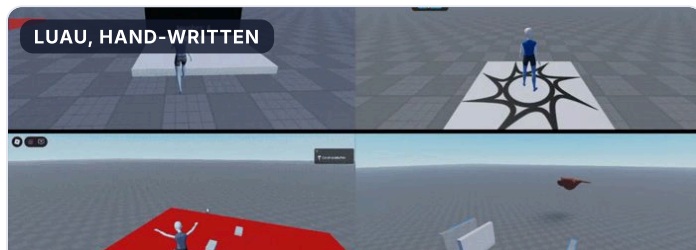
Deep Contract

[FROM TEARDOWN TO GAME](#) · [BLOOM LABS](#) · 2026

Mining management plus tower defence, built from my detailed teardown of Drill Core: day/night loop, autonomous miners, turrets and enemy waves, contracts, evacuation, permanent progression, mouse and touch controls.

My part: game analysis, design and playtesting. After release I added a tutorial and made the early game easier to understand. Code written with AI (Claude, Codex).

► [Play](#) · [Source & design notes](#)



Roblox Feature Pack

[ROBLOX](#) · 2025

My original hand-written Roblox systems: checkpoints, kill blocks, teleports, a click counter with DataStore saves, RemoteEvents, TweenService and PivotTo. The repo also shows a later AI-assisted refactor.

[GitHub](#)



Arcane Orchard RPG

[ROBLOX](#) · [WITH A STUDENT](#) · 2026

Roblox RPG prototype started with a student and later refactored with AI coding agents (Rojo layout, server-side validation): magic combat, NPC archers with pathfinding, a resource loop, a shop and DataStore saves.

[GitHub](#)

Match-3 game design case study

[CASUAL F2P](#) · 2026

The first 200 levels of Royal Match and Homescapes: onboarding, retention hooks, boosters, events and monetization pacing. Designed a 2x2, 10-layer obstacle with visual states and booster interactions, and a card-collection event.

[GitHub](#)

Own Roblox simulator

[IN DEVELOPMENT](#) · [OCT 2026 - NOW](#)

My own +1-style simulator, built end to end with AI coding agents: I own the concept, design and quality. Persistent saves, server-side checks against cheating, phone and gamepad controls.

EARLIER EXPERIENCE & EDUCATION

2021 – Jul 2026

UI/UX Designer

[Freelance](#) · [Mobile & game interfaces](#)

Paid Figma projects: mobile game and app interfaces, user flows, screen states, feedback and navigation. Public cases: a mobile quiz game (30+ screens) and a casino-style number-guessing game.

Aug 2020 – Dec 2022

Math Teacher

[School in Belarus](#) · [Full-time](#)

Taught mathematics; learned to explain complex systems simply and adapt them to different levels.

2017 – 2021

Education

[Gomel State University \(F. Skorina\)](#)

Mathematics; thesis on differential systems, a solid base for balance and probability. Course: Introduction to GameDev (Edvice).