

Stylianos Kozadinos

Game Designer & AI Specialist

Riyadh, Saudi Arabia | +966 53 710 4268 | skozax@icloud.com

www.stylianoskozadinos.com | linkedin.com/in/stylianosk

PROFILE

Game designer with 12+ years of experience across mobile games, studio leadership, and product development in Greece, the UK, France, and Saudi Arabia. Contributed to a game portfolio with hundreds of millions of downloads. Builds AI-powered creative tools, browser-based game editors, and storytelling products, combining game design with practical work across code, 3D, video, and automation.

PROFESSIONAL EXPERIENCE

Senior Game Designer | Steer Studios

May 2023 - Present | Riyadh, Saudi Arabia

- Lead the team in developing a hybrid-casual mobile game for the Saudi games market.

Studio Lead / Founder & Product Manager | Five (FIVE SINGLE MEMBER P.C.)

Jun 2020 - Mar 2023 | Athens, Greece

- Led a hyper-casual game studio and successfully shipped two games to market.
- Collaborated with leading mobile game publishers on game development and product direction.

Game Lead / Game Designer | Voodoo

Dec 2017 - May 2020 | Paris, France

- Promoted from Game Designer to Game Lead in April 2019.
- Contributed to mobile hits with millions of downloads and millions in revenue.
- Contributed to live operations for Helix Jump, Aquapark.io, and other titles.

Product Manager | Coyowl

Oct 2016 - Dec 2017 | London, UK

- Built and grew a game studio whose games received four Apple features and hundreds of thousands of downloads.

Graphic Designer | Cadisch MDA

Nov 2015 - Dec 2017 | Hatfield, UK

- Developed a new visual identity as part of the company rebranding.

Software Engineer / UI & UX Designer | Spark Inspirations

Mar 2015 - 2015 | Plymouth, UK

- Designed the interface and user experience for a no-code game engine, focusing on intuitive workflows and visual editing.

Game Designer Intern | BeefJack

Jun 2014 - Oct 2014 | London, UK

- Designed gameplay and levels for an IP-based game.

SELECTED PERSONAL PROJECTS

Ghostlab | AI-first game creation workspace

Built a browser-based workspace for creating 2D and 3D games, with scene editing, reusable prefabs, character animation, responsive UI, physics, and particles. Supports model, image, and audio imports and saved projects.

FicTok & Story Studio | Storytelling app and creation tools

Built a mobile app for short, swipeable romance fiction with premium subscriptions and daily rewards. Built its companion creation workspace to generate and edit stories, proofread drafts, create covers, and publish and manage content.

PIP9 Game Maker | Visual game editor

Built a visual editor for creating, playing, and sharing bite-sized RPG and narrative adventures.

Pitch Pop | Game ideation tool

Built a tool that remixes proven mechanics into new mobile game concepts to support early ideation.

PicoPlot | Interactive storytelling editor

Built an editor for branching micro-stories, combining scenes, voice, music, and animated photo or video visuals.

Bubbly Reader | Manga and comics reader

Built a reader with a flexible addon system for discovering and reading manga and comics.

SKILLS AND TOOLS

Game design: Game and level design, mobile games, hyper-casual and hybrid-casual design, live operations, product and systems thinking.

Leadership and product: Studio leadership, product management, project management, publisher collaboration, UI and UX design.

Creative technology: AI-assisted development, creative automation, browser-based tools, 3D and video workflows.

Tools: Unity, Blender, Figma, Photoshop, JavaScript, Cloudflare, Codex / ChatGPT, Claude, Tripo, Meshy3D, Runway, Higgsfield.

EDUCATION

BSc Digital Art & Technology | University of Plymouth

2009 - 2014

Digital Art and Technology - Game Design, Computer Science

American College of Greece | 2007 - 2009

LANGUAGES

Greek and English - native or bilingual proficiency.