

Aleksandr Detushev

Lead Game Designer | 6+ years | MMORPG, Live Ops, Systems Design, Economy & Progression

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Profile

Lead Game Designer with 6+ years of experience on Warspear Online, a live-service 2D MMORPG with 5M+ downloads, 20+ playable classes, and deep progression systems.

Specializing in systems design, Live Ops, and long-term player engagement, with focus on class design, combat balance, progression loops, guild systems, and economy-driven design.

Currently leading a team of 3 designers, owning system design and feature direction while remaining hands-on with encounter design and implementation.

Designed and evolved interconnected systems where progression, economy, and balance directly impact retention, monetization, and long-term player trust. Improved design department workflows, cross-team handoffs, documentation standards, and internal editors/tools to make live content and system implementation faster and clearer.

Work Experience

Lead Game Designer

Aigrind — Warspear Online

2022 – Present

- Lead and mentor a team of 3 game designers, coordinating work across Live Ops updates, feature ownership, and cross-team delivery.
- Drive feature development from concept to release, translating high-level goals into implementation-ready systems and prioritizing within live production constraints.
- Own class balance across a 20-class roster, competitive guild raids, the talent system, non-combat guild progression, and seasonal content delivery.
- Collaborate cross-functionally with engineering, art, UI/UX, and product to align design vision with technical and production realities.
- Improved internal workflows through structured reviews, clearer documentation standards, and more efficient cross-team handoffs.
- Improved internal editors and design tooling with clearer data flows, validation, and implementation-ready content structures.

- Deliver regular balance updates in a live economy where changes directly impact player investment, retention, and monetization, requiring careful trust management.
- Remain hands-on with systems design, encounter design, gameplay logic, and documentation alongside leadership responsibilities.

Senior Game Designer

Aigrind — Warspear Online

2019 – 2022

- Designed and balanced 4 new playable classes (Templar, Chieftain, Beastmaster, Reaper) for a live MMORPG with a 20-class roster, owning class identity, skill kits, gameplay roles, and long-term balance.
- Defined distinct design goals for each class, expanding gameplay variety and player segments: faction control, new weapon demand, onboarding-friendly gameplay, and transformation-based mechanics with custom UI.
- Created new itemization demand through class-specific gear paths such as dual magical maces and two-handed spears while preserving existing player progression and economy balance.
- Led large-scale class rebalances, shifting from direct nerfs to gameplay-loop changes and alternative buffs to maintain player trust and long-term engagement.
- Analyzed community sentiment, class usage trends, and monetization signals to guide balance decisions and manage meta shifts in a live environment.
- Rebuilt the Talent system into a core progression pillar, introducing per-class trees, multi-source daily caps, and talents that modify skill behavior rather than flat stats.

Game Designer

Aigrind — Warspear Online

2017 – 2019

- Designed seasonal events and dungeons for a live MMORPG with a regular update cadence.
- Reworked dungeon structure and encounter pacing to reduce repetition across yearly content cycles and keep repeatable content feeling fresh over time.
- Prepared implementation-ready design documentation and collaborated closely with programmers and artists to ship content under tight live deadlines.

Selected Systems

Talent System

Rebuilt the talent system into a core long-term progression pillar, introducing per-class and per-guild talent trees with multi-source, daily-capped progression. Designed talents to modify skill behavior instead of flat stats, enabling meaningful build diversity.

Competitive Guild Content

Co-designed the competitive guild raid system and fully owned encounter design. Developed seasonal raid showdowns with up to 15 difficulty tiers, leaderboard-based progression, staged mechanic escalation, and strong economy sinks through preparation demand.

Class Ecosystem & Live Balance

Managed live balance across a 20-class roster in a high-investment environment. Shifted balance strategy from direct nerfs to gameplay-loop adjustments and alternative buffs, preserving player trust while guiding meta evolution.

Live Content Design

Designed and iterated on seasonal events, dungeons, and repeatable content systems within a regular Live Ops cadence, maintaining long-term engagement through post-release tuning.

Catacombs (PvPvE Mode)

Designed a session-based PvPvE extraction mode combining PvE progression with high-risk PvP loss conditions, lobby registration, group-based hostility rules, timed extraction, and dedicated reward storage.

Non-Combat Guild Systems

Designed three parallel daily progression systems, each with a distinct gameplay loop, integrated with guild talent trees to deepen long-term engagement without increasing combat complexity.

Skills & Tools

Systems Design (Live Service / Live Ops)

Class Design & Balance (20-class MMORPG)

Game Economy & Monetization Systems

Progression Systems & Build Diversity

PvE / PvP Systems Design

Guild & Social Systems

Retention & Engagement Design

Feature Ownership (Concept to Release)

Cross-functional Collaboration (Design / Engineering / Art / UX)

Team Leadership & Mentorship

Live Content Delivery & Iteration

Internal Tools & Workflow Improvement

Tools

- Confluence
- Google Sheets (data tracking, balancing)
- Figma
- Redmine
- MySQL Workbench
- TortoiseSVN
- Unity (hobby / prototyping)

Languages

- Russian — Native
- English — Professional working proficiency

Education

Saint Petersburg State University of Aerospace Instrumentation (SUAI)

Computer Science (unfinished degree)