

# Isa Isaev

## Game Developer Intern

### Projects | [LINK](#)

#### 2D Procedural Dungeon Crawler Game June 2022 - Present

Developed a 2D dungeon crawler game in Unity where you overcome a series of levels and reach the end. As you traverse the levels, you will slay enemies, loot gear and earn experience to improve your character and learn new skills. Implemented features include Procedural Level Generation, Inventory and Item System, Interactive Environment, etc.

#### FPS Range May 2024 - September 2024

Developed a 3D First Person Shooter shooting range level in Unreal Engine 5. The level is a custom designed map that offers an array of weapons to try out and practice your aim against stationary and moving targets. Implemented features include Custom Character Animations, Dynamic crosshair, Aim Down Sights logic, Procedural Recoil, Gunfire VFX, etc.

#### Collaborative Brainstorming Platform September 2023 - August 2024

Developed a fully functional and interactive website designed as a virtual social space for collaborative brainstorming. The platform allows users to organize, annotate, share, and create ideas together, featuring teleconferencing functionalities, office suites with simultaneous content editing, and social tools for creating and managing communities.

### Work Experience

#### System Engineer April 2025 - Present

RBA Investments - FZ-Dubai

- Collaborating with cross-functional teams to design and implement a company wide management system to improve productivity and streamlined record keeping.
- Assisted in ERP selection and integration by working closely with industry specialists to evaluate, customize, and install a comprehensive accounting ERP solution tailored to the company needs.
- Maintaining and upgrading existing systems, including the installation and configuration of advanced CCTV infrastructure, ensuring optimal performance and compliance with security standards.

#### System Administrator January 2020 - September 2023

RBA Investments - FZ-Dubai

- Installed, configured, and maintained computers, CCTV systems, printers, and other hardware devices. Installed and updated software applications, performed software patches, and ensured systems are up to date.
- Diagnosed and resolved hardware, software, and network issues reported by company staff. Provided technical assistance to help the staff solve problems with their computers, devices, or applications.
- Provided training to employees on using software applications, security best practices, and other IT-related topics.

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### Skills

#### Programming Languages

Python, C++, C#, Java, Dart, JavaScript, HTML5, CSS3, SQL, React, PHP, .NET

#### Tools and Frameworks

Unity, Unreal Engine, Flutter, Aseprite, React, MySQL, Figma, OpenGL, Yii

#### Experience

Agile/Scrum Teamwork, Animation, UI/UX Design, Operating System Memory Management, Shaders

### Education

#### Heriot-Watt University

Bachelor's degree in Computer Science

2021 - 2024