



Contacts

+79232429284
redleggames@gmail.com

 Github
<https://github.com/DjKarp>

PERSONAL INFORMATION

City of residence

Novosibirsk

Relocation:

Relocation is possible

Date of birth:

May 21, 1986 (39)

Paul:Male

Citizenship:Not specified

Marital status: Married

(Has children)

SKILLS

- Unity 2D, 3D.
- SOLID, DRY, YAGNI, OOP.
- Design Patterns.
- Unity Animator, UI, Physics.
- FMOD. ScriptableObject, DOTween. Git, GitHub, GitLab.

CHARACTERISTICS

- I am fluent in other people's code, I quickly delve into the project.
- Work experience in international teams (correspondence in English).

Karpusha Nikolay

Unity C# Developer

Experienced Unity C Developer with over 11 years of expertise in game development, including creating large-scale projects, gameplay prototypes, and interactive systems. Strong proficiency in Unity, C, game architecture, and gameplay mechanics.

WORK EXPERIENCE OF 11 YEARS AND 3 MONTHS

April 2020 - January 2025 (4 years 10 months)

➤ Game Labs

Unity C Developer

Responsibilities:

- Project: Ultimate Admiral Dreadnoughts Developed and improved ship constructor for Ultimate Admiral: Dreadnoughts with automatic generation system.
- Worked on world map mechanics, UI, and various gameplay systems.
- Integrated localization for 9 languages, including Chinese and Korean.
- Led bug report system integration with Jira.
- Implemented ship blueprint saving and sharing system using MessagePack.
- Applied design patterns: Singleton, Command, State, Object Pool.
- Collaborated with a distributed team to create a high-quality, engaging game experience for Steam release.

Achievements:

- Developed and improved the ship constructor for the game.
- Implemented automatic ship generation considering collisions and design rules, ensuring ships were created with weight precisely matching displacement (1:1) within 1-2 seconds.
- Programmed gun accuracy penalties based on researched technologies, recoil, weather conditions, watersplashes, gun misalignment, smoke, engine vibrations, etc.
- Managed localization for 9 languages, including Chinese and Korean, using a custom localization script.
- Refined the bug reporting system, allowing players to send reports directly to Jira.
- Reviewed reports, identified and fixed issues, or reassigned tasks.
- Integrated with Steam API.

- I am fond of game design, analytics, collecting video games.

LANGUAGE PROFICIENCY

Russian (C2 — perfect)
English (B2 — Intermediate-Advanced)

August 2019 - March 2020 (8 months)

➤ NoDeadlineGames *Unity C Developer*

Responsibilities:

- Project: Magnia (Steam) Integrated FMOD audio, created UI, worked on FPS optimization.
- Implemented localization for 28 languages using I2Localization.
- Developed tools for 3D/VFX artists and integrated Steam achievements.

November 2017 - August 2019 (1 year 10 months)

➤ OMG Studio *Unity C Developer*

Responsibilities:

- Worked on multiple projects, including Gorilla Action, Physia, and Max Maya.
- Integrated FMOD sound, optimized mobile versions, and created new gameplay mechanics.
- Worked closely with artists, animators, and designers to create cohesive game experiences.

January 2014 - November 2017 (3 years 11 months)

➤ Red Leg Games *Game Developer*

Responsibilities:

- Full-cycle game development, including prototyping, programming, asset selection, and publishing.
- Created games for various platforms and managed the process of porting and creating trailers.

EDUCATION

2008 г.

➤ Novosibirsk State Technical University

Engineering Technology

Faculty: Mechanical Engineering Technology

Study: Full-time

2012 г.

➤ Novosibirsk State Technical University

Faculty: Faculty of Automation and Computer Engineering

Form of study: Correspondence

COURSES AND TRAININGS

2012 г.

➤ **Winter School Akadempark**

Educational institution: Alawar

Duration of study: 2

2016 г.

➤ **WarGaming, Game Design**

Educational institution: Universarium

Duration of study: 1

ADDITIONAL INFORMATION

About me: Passionate about game design, learning new technologies, and contributing to team success. Married, have a daughter(11 years old). I am a developer with a deep interest in video games and a wealth of gaming experience across a wide variety of platforms. He played mobile casual games (Plus City, Mortal Kombat, Rush Royale), social games on VKontakte (Bratva and Ring, Colonizers), computer projects (Dota, Point Blank, etc.), as well as on TV and retro consoles (PS, Xbox, Nintendo, NES, SNES, Sega). I collect game consoles and physical copies of games. Previously, I actively collected the library on Steam (my profile: <https://steamcommunity.com/id/DjKarp/>), but over time I came to the conclusion that it is much more pleasant to own games in a physical format. Now I mostly play on consoles.

RECOMENDATIONS

Maxim Zasov

Game Labs, Producer

Alexander Petrov

Game Labs, Producer

ПОРТФОЛИО

Link: <http://redleggames.com/main/>

My site.