



Tuprikov Maxim

Game Developer

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RESUME (RU / EN) PDF



ABOUT

I want to work and gain experience in Game Development field, quick learner at IT tech .
I'm creating games or prototypes of games for learning from 2008 year.



WORK EXPERIENCE

Programmer, Supercomputer Simulation Laboratory of SUSU

Feb, 2014 - Jun, 2015 ⌚ 1 year 4 months

Data Mining and Virtualization Department

- Developed and supported of BIT bibliographic portal
- Worked with Python language and Django web-framework
- Developed modules: Newsletter module, pagination, live search
- Undergraduate project: the development of semi-automatic rubricator and rubrication of articles for the BIT portal

Programmer, Eva Studio

Sep, 2015 - March, 2016 ⌚ 7 months

Department of Mobile Development

- Development and support of mobile game projects on Unity
- Training new employees and interns
- Development of additional projects in my free time

Lead Developer, OrangeApps

March, 2016 - Right now

Experimental Department

- Development and management of mobile game projects on Unity
- Prototyping new experimental games
- Lead the game developing process

</> SKILLS

Programming Languages

C#

Python

Java

Frameworks and Tools

Unity

Django

Github

Mercurial



EDUCATION

Computer Science, Bachelor of Science, SUSU

Sep, 2011 - Jul, 2015

GPA: 4.88/5



AWARDS

Global Game Jam 2014, SUSU

Awarded on: Jan 23, 2014

Best game by "Real Games".

Global Game Jam 2015, SUSU

Awarded on: Jan 23, 2015

Best game by "AppBit".

Ludum Dare 31, Ludum Dare

Awarded on: Dec 05, 2014

78 place by Overall rating

Ludum Dare 33, Ludum Dare

Awarded on: Aug 24, 2015

8 place by Audio rating, 142 place by Overall rating

Global Game Jam 2016, SUSU

Awarded on: Jan 31, 2016

Best game by "AppBit".

Ludum Dare 35, Ludum Dare

Awarded on: May 10, 2016

8 place by Audio rating, 85 place by Overall rating, 59 place by Graphics rating



OTHER

Organizer, GlobalGameJam'15

Jan, 2015 - Jan, 2015

Organization GGJ'15 at SUSU.

Organizer, GlobalGameJam'16

Jan, 2016 - Jan, 2016

Organization GGJ'16 at SUSU.

Participant, DevGAMM Moscow 2016

May, 2016 - May, 2016

Visit DevGAMM Moscow 2016



INTERESTS

Game Development

Learning new IT technologies

Music Composition