



# Iskandar Muminov

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## SKILLS

- C#
- Three.js, JS, TSX,
- C++
- Unity
- Unreal Engine 5
- Russian native
- English C2
- German B2

## EXPERIENCE

**PLAYMAKERS DEV TEAM** **AUGUST 2025-PRESENT**  
QA Engineer

- Engineered a full CI/CD pipeline using Git Actions and Unity, implementing unit and integration tests.
- Developed mock testing systems.
- Authored automated tests covering core mechanics.

## PROJECTS

**9ToFight (Game design, Gameplay, Camera programmer, Materials, Shaders, Lightmapping):**  
<https://rkrwk.itch.io/9tofight>

**CRUSHERS (Game design, Gameplay, Car Physics Programmer):**  
<https://chanelp.itch.io/crushers>

**Snow Globe three.js (Glass Shader Programmer):**  
<https://iskandarmuminov.github.io/portfolio/snowballPage.html>

**Walking Talking (Serious game for children with speech disorders. Speech Recognition Pattern Programmer)**  
<https://github.com/IskandarMuminov/SeriousGames>

**MarineTec x UTS Rapido Hackathon - Winner:**  
<https://github.com/xmclachlan/UTS-Hackathon>

## EDUCATION

**University of Technology Sydney** **2022-2025**  
Bachelor of Games Development  
GPA: 6.1

**UTS College** **2021-2022**  
Diploma of Information Technology  
GPA: 5.3