

Independent game developer with two years of experience in programming in Godot and asset creation. Currently seeking to improve my programming skills in game engine architecture, read more game development books, study old game engines, and add more projects to my portfolio.

## EDUCATION

**A-Levels, Haileybury Almaty** Graduated June 2022  
Psychology (A), Mathematics (A), Economics (A)  
**Creative Media and Game Technologies, Bachelor of Science, Saxion University of Applied Sciences** September 2022 - Present

## TECHNICAL EXPERIENCE

**LEAD PROGRAMMER, ARTIST, DESIGNER / FELONY FELINES** Apr 2021 — Present  
*Felony Felines is a local multiplayer top-down wave-based survival shooter in which 2 kittens with guns put up a fight against the entire Green County Sheriff Department*

- Structured the code workflow to facilitate addition of new future entities and items
- Designed the core game loop which got the game up to over 1000 browser plays on Newgrounds and up to 500 browser plays on Itch.io
- Deployed the game on a local festival and game jams to receive feedback
- Designed and iterated through around 85 different character designs to reach 5 final character designs
- Learned from scratch to animate in Aseprite to create 25 unique animations
- Created visual feedback elements for the game to improve the game feel

**LEAD PROGRAMMER, ARTIST / DOORBELL GAME** Nov 2020 — May 2021  
*Doorbell Game is an accurate recreation of an in-universe game from a Cartoon Network show Mao Mao: Heroes of Pure Heart, where the players compete on who will get the neighbor answer the door first*

- Messaged and got attention from the show creator Parker Simmons on Twitter
- Written all of the core code for the game from scratch
- Accurately recreated the visuals for the game from the show
- Won a first place on a III International Scientific and Practical Conference "Science. Technology, Algorithmization. Programming" in section "Games Development" organized by National School of Physics and Mathematics

**TEAM LEAD, VIDEO PRODUCER / SOFT SKILLS AI** May 2021  
*JasTalents Hackathon, 1st place winner* Almaty, Kazakhstan

- Created a 2-minute pitch video which communicated the core values of the project
- Filmed the principal photography, assisted with recording a voiceover, and created the presentation
- Edited the final video and sound to clearly communicate the SSAI bot's main features

**TEAM LEAD, VIDEO PRODUCER / ORAMA VISUAL ASSISTANT** Nov 2019 — Jan 2020  
*Technovation Families, Asia Finalists* International

- Written and storyboarded the video's script to present main features and the problem Orama solves
- Edited the video to present and fit in the core message in under 3 minutes
- Directed and filmed the principal photography of the video

## CERTIFICATES

<b>Yandex Lyceum, Fundamentals of Industrial Programming</b>	May 2020
<b>Udemy, Game AI Fundamentals with Godot Engine</b>	Oct 2021
<b>Udemy, Godot 3 Complete Developer Course - 2D and 3D</b>	Feb 2021
<b>Coursera, Michigan State University, Game Development for Modern Platforms</b>	Oct 2020
<b>Coursera, Michigan State University, Business of Games and Entrepreneurship</b>	Sep 2020
<b>Coursera, Michigan State University, Introduction to Game Development</b>	Aug 2020
<b>Coursera, Michigan State University, Pixel Art for Video Games</b>	Aug 2020
<b>Coursera, Michigan State University, Principles of Game Design</b>	Aug 2020

## SKILLS

<b>Tools</b>	Python, C++, Git, GDScript, Godot, Adobe Premiere, Adobe Photoshop, Aseprite
<b>Languages</b>	English (Fluent), Russian (Native), Kazakh (Native)
<b>Team Player</b>	Working in the teams, building relationships through effective communication
<b>Fast Learner</b>	Keen to continuous excellence improvement in the face of rapidly evolving and changing markets
<b>Multitasking</b>	Completing tasks with tight deadlines by prioritizing, analysing, and organising the work