

Nikita Novakov

Unity Developer

Unity developer, engaged in desktop, mobile and VR/AR development. I have skills at modeling, unwrapping and texturing models. Unity development and programming experience for more than 6 years.

 Portfolio: <https://keyght.github.io/Portfolio/Unity.htm>

 Moscow, Russia  nikita_novakov@mail.ru  @Keyght

Work experience

May 2023 - September 2024

Unity Developer

DEXART

- Development and support of the cross-platform application DexartMetaverse;
- C# coding;
- Integration of new product functionality with frontend and backend;
- Writing documentation on completed tasks;
- Creation of builds for WebGL, Android, Windows, iOS, macOS, VR (Oculus Quest) platforms;
- Preparing an application with subsequent development of the project for new iOS and macOS platforms for publication in the App Store;
- Creation releases through Google Play Console, App Store Connect;
- Layout of adaptive UI interfaces.

February 2020 - August 2023

Unity Developer | 3d Generalist

RTUITLAB

- C# coding;
- Development of desktop and mobile applications in Unity;
- Development of VR/AR applications in Unity;
- Creation, editing and customization of 3D models and animations that are ready for implementation in game engines.

Education

Spt 2019 - Jul 2023

RTU MIREA

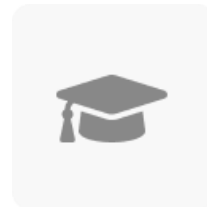
Applied computer science

Honors degree



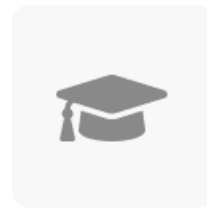
Additional courses

Spt 2022 - May 2023



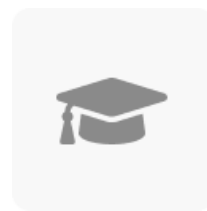
**Samsung
Innovation
Campus
(Samsung IT
Academy)**
**Java Mobile
Development**

Spt 2021 - May 2022



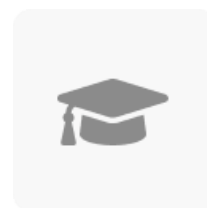
РТУ МИРЭА
**Environmental
modeling and
VR/AR
development
(Unity | C# |
3ds Max)**

Feb 2021 - Oct 2021



**Stanford
Center of
Professional
Development**
**Idea to Market
Program**

Spt 2018 - May 2019



**Technopark
"Quantorium"**
**VR/AR (Unity |
C# | 3d's Max)**

Awards

- Winner of the Mosprom hackathon in the case of Creation of a configurator for downloading source data from the accounting system into the 1C configuration: Model Constructor (2022)
- Finalist of the National Open Championship of Creative Competencies "ArtMasters" (2021)
- Finalist of the SBER youth accelerator competition "SberStudent" (2021)
- Top 10 projects at the Junction Connected hackathon (2020)
- Winner of the hackathon of the All-Russian festival of virtual and augmented reality (2019)
- Absolute winner of the international engineering team competition (ICET2018)

Languages

✓ Russian — Native

✓ English - Intermediate

Skills

✓ Knowledge of C#

✓ Knowledge of Unity (Scripting, UI, Prefabs, Animations, Lightning, Render Pipelines, Particle Systems, Visual Graph, Shader, Shader Graph, Physics, Audio, Networking, Addressables, Video, Profiler, Deeplinking)

✓ Git, GitHub, Gitlab

✓ Release of production and test versions of applications via Google Play Console, App Store Connect, Microsoft Store, Oculus Store

✓ Creation of VR applications for HTC VIVE, Oculus Quest, Cardboard, VR Box

✓ Creating AR applications (Vuforia)

✓ Unreal Engine basics

✓ SOLID, KISS, DRY, YAGNI

✓ Experience with packages Ready Player Me, Localization, Unity Atoms, Agora, Mirror Networking, FishNet, Photon, Push Notifications, OpenAI, Thirdweb, Firebase, SteamVR, Oculus Integration, XR Interaction Toolkit, Google VR SDK, Vuforia

✓ Creatiom Android, Windows. iOS, macOS, WebGL applications

✓ Experience with CDN for (UnityCCD, Selectel, Cloudflare)

✓ Modeling, unwrapping and animating with 3ds Max

✓ Texturing in Substance Painter

Additional skills

Java/Python/C++/C#; SQL; HTML/CSS/PHP/JS; Creation of Android applications (Java), client-server Android applications (Java); Experience in developing desktop WPF and UWP applications (C#); Agile, Scrum, Kanban; Experience in Jira, Confluence, Asana, ClickUp, Trello; Vray, Corona Renderer with 3ds Max; ZBrush Basics; Photoshop Basics; Preparing 3D printers for printing; Creatio; 1C: Enterprise, ERP, UNF; UML, IDEF0, IDEF3, DFD, BPMN, EPC, WFD; IDEFIX, UML, ERD, Chen ER.