

# Konstantin Khitrykh



## Senior Developer

|         |                     |       |                                                                                                                                                        |
|---------|---------------------|-------|--------------------------------------------------------------------------------------------------------------------------------------------------------|
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## 01 PROFILE

Unity/C# developer with 6+ years of experience, enthusiastic in game development.

Now I work on mobile F2P project in Matryoshka Games company in Novosibirsk. I learn several another languages (like Java, Erlang, JavaScript, Go, Kotlin and more), write some articles and develop open-source projects for study purposes. Earlier I had some experience in Python, C++, and PHP.

## 02 EMPLOYMENT HISTORY

|                   |                                                                                                                                                                                                                                                                                                                                     |
|-------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 04/2018 – Present | <b>Senior Developer at Matryoshka Games</b><br><i>Novosibirsk</i> <ul style="list-style-type: none"><li>• New features implementation</li><li>• Create tools for performance analysis</li><li>• Server-side development</li><li>• Technical leadership</li><li>• Optimization</li><li>• Refactoring</li><li>• Code review</li></ul> |
| 04/2016 – 04/2018 | <b>Middle Developer at Deus Craft</b><br><i>Novosibirsk</i> <ul style="list-style-type: none"><li>• New features implementation</li><li>• Setup content extensions</li><li>• Operations with 2D content</li><li>• Native plugins integration</li><li>• Optimization</li></ul>                                                       |
| 07/2013 – 04/2016 | <b>Technical Team Lead at Academ Media</b><br><i>Novosibirsk</i> <ul style="list-style-type: none"><li>• Games and applications development</li><li>• Tools and templates development/support</li><li>• External services integration</li><li>• Project and team management</li><li>• Dev training process</li></ul>                |

03 EDUCATION

09/2009 – 07/2013

Novosibirsk Institute of Economics and Management

Novosibirsk

Bachelor's degree

Information Technology course

04 SKILLS

|     |           |        |           |
|-----|-----------|--------|-----------|
| C#  | ● ● ● ● ● | Unity  | ● ● ● ● ● |
| C++ | ● ● ● ● ● | Java   | ● ● ● ● ● |
| Go  | ● ● ● ● ● | Python | ● ● ● ● ● |

05 COURSES

10/2017 – 12/2017

C++ White Belt at Coursera

06 LANGUAGES

|         |           |         |           |
|---------|-----------|---------|-----------|
| Russian | ● ● ● ● ● | English | ● ● ● ● ● |
|---------|-----------|---------|-----------|