🌐 korjick.artstation.com

📞 +49 176 311 77 097

📍 Germany, Dresden, Wundtstrasse 7, 06021

✉️ zzgriim@gmail.com

⭕ github.com/korjick

in /in/korjick/

📅 Birthday: 04.09.2001

BULAT FAKHRUTDINOV

Middle Unity Developer | Backend Developer

SKILLS

Languages:
C#, Java/Kotlin, SQL, JavaScript/HTML/CSS, Python, Go

Technologies:
OpenXR (VR/AR), Unity URP/HDRP, UniTask/UniRX/R3, Addressables,VContainer/Zenject/Dependency Injection/DI, Netcore/Mirror, LeoECS/DOTS/ECS, Git, Yarn Spinner, Animator, Unity UI Toolkit, MessagePipes

EDUCATION

10/2023 - Present	**Master's degree in Computer Modeling and Simulation**	**Technische Universität Dresden, Germany**
9/2019 - 6/2023	**Bachelor's degree in Computer Engineering** Final Grade: GPA 3.76 equivalent to 1.3 in GER	**Kazan Federal University, Russia**

EXPERIENCE

5/2023 – 6/2025	**Middle Unity Developer / Project-work**	**Ludens/Woodrooms, Russia**

- Developed and integrated YoloV7 model for object detection, exporting it to ONNX format for seamless integration in Unity
- Prototyped a Real-world AR game using Niantic SDK
- Developed logic for player geolocation detection and map zoning, enabling interaction with in-game entities similar to Pokemon Go
- Resolved issues with importing neural networks in Unity by creating custom builds of Microsoft ONNX libraries in DLL format
- Implemented Unity WebTexture interaction with neural networks, translating detected real-world objects into in-game assets
- Developed game localization logic
- Designed and implemented client-server interaction using C# Sockets and Mirror
- Created quest logic and new player tutorial systems, improving player retention and onboarding experience

| 9/2021 – 5/2023 | **Middle Unity Developer / Mobile** | **Taptics, Russia** |

- Designed game architecture utilizing design patterns, enhancing scalability and maintainability
- Implemented various game mechanics such as Match-3, Idler, and Rogue-like
- Integrated advertising systems including Facebook Ads and Unity Ads
- Integrated account authentication services (OAuth) from Google, Apple, VK, and AppGallery, improving user accessibility
- Released games on AppGallery, adapting the advertising and monetization system for the platform
- Developed custom real-time shaders
- Created quest, inventory, and tutorial systems, improving new player onboarding and engagement
- Implemented metric collection system using AppLovin, enabling data-driven decision making
- Conducted A/B testing, optimizing gameplay features and user experience based on test results
- Developed game localization logic

| 9/2021 – 9/2023 | **Android (Java) Teacher** | **Samsung Group / IT-Lyceum of Kazan Federal University, Russia** |

- Taught Java programming and Android application development to 14-17-year-old students, resulting in 90% of students creating functional Android apps by the end of the course
- Instructed students on mobile app and game architecture, enabling them to design and develop their own mobile applications and games

| 6/2019 – 8/2021 | **Junior Unity Web Developer** | **Mageinn, Russia** |

- Developed WebGL applications for gambling platforms
- Optimized graphics for web applications by compressing textures and assets, reducing load times by 30%
- Created Unity WebGL page templates, handling HTML/CSS layout and design
- Implemented slot machine logic and quest systems, increasing game variety and user engagement
- Deployed developed games to servers and wrote client-server interaction code, ensuring seamless online gameplay

LANGUAGES

English - B2, IELTS Academic **Russian** - native

COURSES

| K-Syndicate | **Unity Entity Component System** | **k-syndicate.school** |

A course about ECS approach to writing gameplay in Unity

| K-Syndicate | **Unity Addressables** | **k-syndicate.school** |

Practical solution to the problem of customizing and writing code for downloading distributed game resources in the Addressables system

| K-Syndicate | **Architecture of Unity mobile games** | **k-syndicate.school** |

Course about game architecture in industrial approaches

| Netology | **Deep Learning** | **netology.ru** |

| RobotDreams | **Computer Vision** | **robotdreams.cc** |

| Volnitsa | **Visual Effects Artist** | **volnitsa.net** |

A full series of courses on creating cinematics, graphics and effects using modern 3D tools: Unreal Engine, Unity, Blender, Cinema 4D, etc.