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# BULAT FAKHRUTDINOV

Middle Unity Developer | Backend  
Developer

## SKILLS

### Languages:

C#, Java, SQL, JavaScript, HTML, CSS, C++, Python

### Technologies:

OpenXR (VR/AR), Unity, Docker, URP/HDRP, Maya/Blender/Cinema 4D/Houdini, UniTask, Addressables, Mirror, DOTS/ECS, PostgreSQL, Git, Zenject/Dependency Injection/DI, CI/CD, SOLID, OOP, PyTorch, Yarn Spinner, Animator, Netcore, Python, Flask/Django

## EDUCATION

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

## EXPERIENCE

10/2024 - Present	<b>Python Backend Developer</b>	TU-Dresden, Germany
<ul style="list-style-type: none"><li>• Development of the open-source framework Kadi4Mat</li><li>• Creating plugins to integrate new functionality: anonymization, publishing scientific papers</li></ul>		
5/2023 - 2/2025	<b>Middle Unity Developer / Computer Vision</b>	Ludens/Woodrooms, Russia
<ul style="list-style-type: none"><li>• Developed and integrated YoloV7 model for object detection, exporting it to ONNX format for seamless integration in Unity</li><li>• Prototyped a Real-world AR game using Niantic SDK</li><li>• Developed logic for player geolocation detection and map zoning, enabling interaction with in-game entities similar to Pokemon Go</li><li>• Resolved issues with importing neural networks in Unity by creating custom builds of Microsoft ONNX libraries in DLL format</li><li>• Implemented Unity WebTexture interaction with neural networks, translating detected real-world objects into in-game assets</li><li>• Developed game localization logic</li><li>• Designed and implemented client-server interaction using C# Sockets and Mirror</li><li>• Created quest logic and new player tutorial systems, improving player retention and onboarding experience</li></ul>		

9/2021 – 5/2023	<b>Middle Unity Developer / Mobile</b>	<b>Taptics, Russia</b>
<ul style="list-style-type: none"> <li>Designed game architecture utilizing design patterns, enhancing scalability and maintainability</li> <li>Implemented various game mechanics such as Match-3, Idler, and Rogue-like</li> <li>Integrated advertising systems including Facebook Ads and Unity Ads</li> <li>Integrated account authentication services (OAuth) from Google, Apple, VK, and AppGallery, improving user accessibility</li> <li>Released games on AppGallery, adapting the advertising and monetization system for the platform</li> <li>Developed custom real-time shaders</li> <li>Created quest, inventory, and tutorial systems, improving new player onboarding and engagement</li> <li>Implemented metric collection system using AppLovin, enabling data-driven decision making</li> <li>Conducted A/B testing, optimizing gameplay features and user experience based on test results</li> <li>Developed game localization logic</li> </ul>		
9/2021 – 9/2023	<b>Android (Java) Teacher</b>	<b>Samsung Group / IT-Lyceum of Kazan Federal University, Russia</b>
<ul style="list-style-type: none"> <li>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</li> <li>Instructed students on mobile app and game architecture, enabling them to design and develop their own mobile applications and games</li> </ul>		
6/2020 – 8/2021	<b>Junior Unity Web Developer</b>	<b>Mageinn, Russia</b>
<ul style="list-style-type: none"> <li>Developed WebGL applications for gambling platforms</li> <li>Optimized graphics for web applications by compressing textures and assets, reducing load times by 30%</li> <li>Created Unity WebGL page templates, handling HTML/CSS layout and design</li> <li>Implemented slot machine logic and quest systems, increasing game variety and user engagement</li> <li>Deployed developed games to servers and wrote client-server interaction code, ensuring seamless online gameplay</li> </ul>		
6/2019 – 8/2020	<b>Junior Unity Developer / AR / 3D Printing</b>	<b>3D Evolution, Russia</b>
<ul style="list-style-type: none"> <li>Created 3D character models and prepared them for industrial 3D printing</li> <li>Prepared 3D models for printing on industrial 3D printers, optimizing design for production</li> <li>Developed AR applications for virtual customization of products like clothing and accessories</li> <li>Created character animations in Unity, improving the visual appeal and interactivity of applications</li> <li>Integrated in-app purchases using Unity InApp</li> <li>Deployed applications for Google Play Market and AppStore</li> </ul>		

## LANGUAGES

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

## COURSES

K-Syndicate	<b>Unity Addressables</b> Practical solution to the problem of customizing and writing code for downloading distributed game resources in the Addressables system	<b>k-syndicate.school</b>
K-Syndicate	<b>Architecture of Unity mobile games</b> Course about game architecture in industrial approaches	<b>k-syndicate.school</b>
Netology	<b>Deep Learning</b>	<b>netology.ru</b>
RobotDreams	<b>Computer Vision</b>	<b>robotdreams.cc</b>
Volnitsa	<b>Visual Effects Artist</b> A full series of courses on creating cinematics, graphics and effects using modern 3D tools: Unreal Engine, Unity, Blender, Cinema 4D, etc.	<b>volnitsa.net</b>