



🌐 korjick.artstation.com
☎ +49 176 311 77 097
📍 Germany, Dresden, Wundtstrasse 7, 06021
✉ zzgriim@gmail.com
🐙 github.com/korjick
🌐 /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, Docker, Maya/Blender/Cinema 4D/Houdini, UniTask, Addressables, Mirror, DOTS/ECS, PostgreSQL, Git, Zenject/Dependency Injection/DI, CI/CD, SOLID, OOP, PyTorch/ONNX/ML/DL, Yarn Spinner, Animator, Netcore, Backend/Flask/Django/Spring/Go

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

10/2024 - Present	Python Backend Developer	TU-Dresden, Germany
<ul style="list-style-type: none">• Development of the open-source framework Kadi4Mat• Creating plugins to integrate new functionality: anonymization, publishing scientific papers		
5/2023 - 2/2025	Middle Unity Developer / Project-work	Ludens/Woodrooms, Russia
<ul style="list-style-type: none">• 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
	<ul style="list-style-type: none"> 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
	<ul style="list-style-type: none"> 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
	<ul style="list-style-type: none"> 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 A course about ECS approach to writing gameplay in Unity	k-syndicate.school
K-Syndicate	Unity Addressables Practical solution to the problem of customizing and writing code for downloading distributed game resources in the Addressables system	k-syndicate.school
K-Syndicate	Architecture of Unity mobile games Course about game architecture in industrial approaches	k-syndicate.school
Netology	Deep Learning	netology.ru
RobotDreams	Computer Vision	robotdreams.cc
Volnitsa	Visual Effects Artist A full series of courses on creating cinematics, graphics and effects using modern 3D tools: Unreal Engine, Unity, Blender, Cinema 4D, etc.	volnitsa.net