Daniil Fedorov

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Summary

- Software Developer with **2.5+ years** in game tech; fluent in **C++, C#**
- Specialized in **locomotion**, **gameplay**, **animation**, **AI systems**; experienced with **Unity** and **proprietary C++ game engines**
- Co-founded UwU Novels: created a Unity WebGL visual-novel engine, integrated cloud microservices, raised **$19k** seed funding, and grew the platform to **500+ users**
- Currently learning **machine learning**, **real-time graphics**, **GPGPU** programming

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Experience

Eagle Dynamics   Apr 2024 - Present
Engine Programmer   Moscow, Russia

- Maintained the animation-based locomotion system for NPCs in the simulator's custom engine.
- Implemented IK algorithms and developed AI systems including decision-making, pathfinding, and obstacle avoidance.
- Created a dedicated testing submodule and debugging tools for AI development and validation

UwU Novels   Apr 2024 - Jul 2025
Co-Founder & Lead Engine Programmer   Moscow, Russia

- Leading development of a no-code visual novel platform with a team of 3–5 developers
- Built a custom Unity WebGL game engine using MVVM architecture; worked extensively with UniTask, UniRx, DOTween
- Integrated with Yandex.Cloud services (S3, OAuth, serverless) and frontend (React.js)
- Set up CI/CD with Jenkins (local builds) and GitHub Actions (cloud microservices)
- Raised $19K+ in funding and reached 500+ registered users
- Hosted our own game jam with 100 participants and 30 published visual novels

Saber Interactive   Apr 2023 - Apr 2024
Junior Gameplay Programmer   Remote

- Worked on a first-person title using an in-house game engine and a proprietary scripting language to implement animation-driven gameplay and locomotion
- Developed a parkour module and animation-driven interactive props (doors, buttons, ledges)
- Fixed a critical animation bug deep in the engine core (C++)
- Wrote integration tests to validate complex animation/gameplay logic
- Collaborated closely with QA and animators to polish motion flow and ensure smooth, immersive gameplay

Yandex   Nov 2021 - Apr 2022
C++ Backend Programmer   Moscow, Russia

- Maintained and extended a high-load C++ backend for the ads engine
- Wrote unit tests in Python and SQL queries to validate test results and data integrity
- Configured and monitored A/B tests to evaluate feature impact

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Education

Higher School of Economics   Sep 2024 - Jun 2026
System and Software Engineering   Master of Engineering - MEng

Higher School Of Economics   Sep 2020 - Jul 2024
Software Engineering   Bachelor

Skills

C++

ImGUI, OpenGL, CMake

C#

NUnit

Unity

Zenject, UniTask, UniRX, DOTween

Architecture

DDD, TDD, ECS, MVVM

Tools

Figma, Jira, Git, GitHub

Microservices

Yandex.Cloud, S3, Serverless, Auth

Certifications

TOEFL IBT 91/120   Mar 2024
English

Languages

English
B2

Russian
Native

Belarusian
Native