

ARSENY DREMIN

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📍 Stockholm, Sweden

EDUCATION

Innopolis University

Russia, 2020-2023

Bachelor's in Computer Science

Futuregames

Sweden, 2022-2024

Vocational degree in Game Programming and Design

SKILLS

- Strong base in Computer Science, knowledge in 3D math, data structures, algorithms and design patterns
- Hands on experience on all stages of game development, prototyping and project management
- Experience working in a team and communicating with people in different disciplines
- Skills in graphics programming, visual effects and 3D tools
- Passionate about discussing games and learning new tools, eager to share knowledge

SUMMARY

Game programmer with a strong foundation in Computer Science supported by practical experience from both professional work and personal projects. I have a long history participating in game jams having published multiple games, one of which is now released on Steam.

WORK EXPERIENCE

Italic Pig - Gameplay Programmer

United Kingdom (Remote) • 04/2022 - Current

- Implemented gameplay, backend, quest and UI systems in Unity, C#
- Worked closely with the design team and created custom editor tools to improve workflow
- Fixed bugs in the existing codebase and improved overall game performance

PERSONAL PROJECTS

Constellations

2021-2022

Minimalist puzzle game, released on Steam with 100% positive reviews. I was responsible for the game's code, design and technical art.

Game jam portfolio

2018-2023

Over 15 games of various genre and scope released on itch. My personal page has over 50k views and 20k downloads.

TECHNICAL EXPERIENCE

Languages

C# (4 years), Python (4 years), C++ (1 year), GDScript

Engines

Unity (4 years), Godot (2 years), Unreal Engine (1 year)

Art and design

Houdini, Blender, Unity Shader Graph, Krita