

# ARSENY DREMIN

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📍 Stockholm, Sweden

## EDUCATION

### Innopolis University

*Russia, 2020-2023*

### Bachelor's in Computer Science

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### Futuregames

*Sweden, 2022-2024*

### Vocational degree in Game Programming and Design

## SKILLS

- Strong base in Computer Science, knowledge in data structures, algorithms and design patterns.
- Hands on experience on all stages of game development via a shipped title and multiple personal projects
- Experience working in teams, long history participating in game jams
- Skills in shader programming, visual effects and 3D tools (Houdini, Blender)
- Passionate about discussing games and sharing knowledge

## SUMMARY

Game programmer with a strong foundation in Computer Science and practical experience from both professional work and personal projects. I have a long history participating in game jams featuring a variety of unique games, one of which is 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*

A minimalist puzzle game about connecting stars. Released on Steam with 100% positive reviews.

I was responsible for the game's code and technical art.

### Itch.io portfolio

*2018-2023*

Collection of all my game jam projects, over 50k views and 200 followers.