

ARSENY DREMIN

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📍 Saarbrücken, Germany

EDUCATION

Innopolis University →
Saarland University

Graduating in 2025

Bachelor's in Computer Science

SKILLS

- Knowledge in 3D math, data structures, algorithms and design patterns
- Experience with SDLC, version control, CI and other common software engineering practices
- 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

Computer Science student with practical experience in game development from both professional work and personal projects. I have a long history participating in game jams, which helped me develop a good eye for game design and a passion for implementing and prototyping gameplay systems.

WORK EXPERIENCE

Italic Pig - Gameplay Programmer

United Kingdom (Remote) • 04/2022 - 09/2023 (1.5 years)

- Implemented gameplay, backend, quest and UI systems in 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. 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++ and Java (1 year), GDScript

Engines

Unity (4 years), Godot (2 years), Unreal Engine (basic experience)

Technical Art

Houdini, Blender, Unity Shader Graph, Krita