

# ARSENY DREMIN

✉ arseny.dremin@proton.me

🔗 [freezedice.com](https://freezedice.com)

📍 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
- Hands on experience with SDLC, version control, continuous intergration and other common 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 - Now (1 year)*

- 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