

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 foundation 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 an education in Computer Science supported by practical experience 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 - 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