Nikita Dmitriev
Game Developer

CONTACT
nikkunogemu.com
LinkedIn
Github
nikdmit8@gmail.com
+995 598 10 82 47
Tbilisi, Georgia

SKILLS

C# Unity Git WebGL
ECS (LeoECS Classic/Lite) DOTS
DI (Zenject) 3D Math
OOP SOLID MVX
Unreal Engine C++ Godot
Game Design Python QA
Jira Confluence Miro Figma
Product Management

LANGUAGES

English (Advanced)
Russian (Native)
Japanese (Elementary)

EDUCATION

Automation and Computer Management, University Degree
Ivanovo State Power University, 2009 – 2014

English in Professional Communications, Second Major
Ivanovo State Power University, 2011 – 2014

CERTIFICATIONS

Algorithms and Data Structures
Udemy
RPG Core Combat Creator
Gamedev.tv
Unity Tech Art: Realistic Lighting For Game Development
Gamedev.tv
Adobe Photoshop CC – Essentials
Udemy
C# Unity 2D/3D Development
Gamedev.tv
Python Development
Bioinformatics Institute

PROFILE

An adept game developer with a foundation in Product Management and QA, dedicated to continual self-improvement and crafting exceptional gaming experiences. Pursuing dynamic and challenging roles to apply my technical prowess and creative talents alongside a team of passionate game developers.

EXPERIENCE

Unity Developer at Skyeng

Feb 2021 - Present (3 years)

- Leaded the development of core gameplay features for "Al Galaxy", an educational "dollhouse" sandbox for kids, resulting in a 25% D1R increase, above-median playtime, and steady growth in the player base.
- Demonstrated strong proficiency with Unity engine and its extensions.
- Implemented diverse gameplay elements including logic, physics, 2D/3D animation (keyframe animation, Spine, rigged, and procedural animation), user interface, VFX (particles, shaders, URP), localization, asset integration, analytics, and performance optimization.
- Designed and built custom Unity Editor tools, including a node-based Dialogue Graph system.
- Developed a mini-game constructor for the EdCrunch conference panel, showcasing gamification techniques in education.
- Conducted rapid prototyping for hypothesis testing.
- Applied OOP principles and architectural patterns to game development.
- Possess extensive knowledge of game design principles and a deep gaming background spanning classic 90s titles to modern releases.

Product Manager at Wartsila

Sep 2017 - Feb 2021 (3.5 years)

- Created comprehensive product design documentation.
- Provided product supervision throughout the development cycle.
- Investigated service issues and provided on-site customer support in Europe and Asia.
- Developed training materials and conducted internal and online training for service teams ranging from 10 to 30 members.
- Demonstrated expertise in ECDIS features, including pioneering the integration of marine navigation into cloud-based platforms.

QA Engineer at Transas

April 2015 - Sep 2017 (2.5 years)

- Conducted QA for marine navigation and electronic charts software.
- Performed manual desktop and web testing.
- Created testing documentation, including test plans and checklists.
- Managed pre-release sea trials for products in development.
- Handled software deployment directly on customers' ships.
- Managed hardware components as part of the role.