Nikita Dmitriev - Unity Developer

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Experience

Unity Developer, Skyeng, Remote   March 2021 - January 2025

Developed and released AL Galaxy game. Galaxy is an educational sandbox for kids, where players can interact with characters and environment, role-play and tell stories, while reinforcing the skills learned on the Skysmart platform.

- Created all of the game's sandbox systems using ECS framework: character and environment interactions, customization, inventory, save systems, UI - 100+ interconnected systems in total, all confined in scalable and reliable architecture.
- Built 10+ educational mini-games for daily training sessions (topics on math, English and logic).
- Implemented a daily training reward system and defined all the completion rewards (120+ unique rewards).
- Developed an in-game shop, an item storage system and a coloring book mechanic, boosting player engagement and leading to 15+ minutes median session length.
- Experienced in Unity 3D engine features: physics, animation (keyframe, Spine, rigged, and procedural animation), UI, VFX (particles, shaders), localization, asset integration, Addressables and asset bundle cloud delivery, analytics, and performance optimization.
- Integrated Zenject Dependency Injection container into the project, enhancing code modularity and scalability.
- Designed and built custom Unity Editor tools, including a node-based Dialogue Graph system.
- Published Al Galaxy on AppStore and Google Play. Sustained high quality and polish of the release and subsequent content updates, resulting in high retention metrics: 25%-10%-5% (day 1-7-30).
- Supported Al Galaxy post-launch, improving student engagement and lowering the refund rate of Skysmart preschool products from 15% to 7%.
- Apart from Al Galaxy, released 10+ educational WebGL games for Skysmart students.
- Prepared a mini-game constructor for the EdCrunch22 conference panel, showcasing gamification techniques in education.

Product Manager, Wärtsilä, Saint-Petersburg   September 2017 – February 2021

Coordinated the development of the Navi-Planner 4000 software. Navi-Planner 4000 is one of the most powerful electronic nautical charts management systems, complete with applications and services intended for voyage planning.

- Defined product requirements, wrote design documentation for new features and supervised the product throughout the development cycle.
- Investigated service issues and conducted on-board customer support in Europe and Asia.
- Authored training materials and hosted local and online training sessions for service teams of 10 to 30 people.

QA Engineer, Transas, Saint-Petersburg   April 2015 – September 2017

Performed quality assurance of the Navi-Sailor and Navi-Planner ECDIS software. ECDIS is an electronic navigation information system used as an alternative to paper nautical charts.

- Performed desktop and web quality assurance.
- Created testing documentation, including test plans and checklists.
- Managed pre-release sea trials, conducted customer support and on-board software deployment.

Skills

Unity, C#, ECS, UniTask, DOTween, Zenject, MVX, Spine, Unreal Engine, C++, Godot, GDScript, C, Python, Git.

Education

Cambridge University (CS50x), Computer Science   May 2024 – July 2024

Ivanovo State Power University (ISPU), Master of Automated Computer Management   September 2009 – June 2014

Ivanovo State Power University (ISPU), English, Second Major   September 2011 – June 2014