Nikita Dmitriev
Game Developer

CONTACT
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SKILLS

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

LANGUAGES

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

EDUCATION

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

Second Major - English in Professional Communications
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

A skilled and experienced game developer with a background in Product Management and QA, focused on self-improvement and building the best gaming experiences possible. Seeking exciting and challenging opportunities to utilize my technical and creative skills within a team of awesome fellow game developers.

EXPERIENCE

Game Developer at Skyeng

May 2021 - Present (2+ years)

- "Al Galaxy" - an educational "dollhouse" sandbox for kids. Developed all core sandbox gameplay features, leading to 25% D1R, above median playtime and steady playerbase inscrease.
- Strong proficiency with Unity engine and its extensions.
- Implementation of gameplay logic, physics, 2D/3D animation (keyframe animation, Spine, rigged and procedural animation), user interface, VFX (particles, shaders, URP), localization, asset integration, analytics, performance optimization and more.
- Experience building custom Unity Editor tools (node-based Dialogue Graph system).
- Developed a mini-game constructor for our EdCrunch conference panel, where we talked about gamification techniques in education.
- Rapid prototyping for hypothesis tests.
- Experience applying OOP principles and architectural patterns within game development.
- Extensive knowledge of game design principles and vast gaming background from 90-s classic titles up to modern releases.

Product Manager at Wartsila

Sep 2017 - Feb 2021 (3.5 years)

- Developed product design documentation.
- Product support and supervision throughout development cycle.
- Service issues investigation and on-site customer support in Europe and Asia.
- Prepared materials and provided internal and online training for service teams of 10-30 members.
- Knowledge and development of ECDIS features, including bringing marine navigation into the cloud.

QA Engineer at Transas

April 2015 - Sep 2017 (2.5 years)

- QA of marine navigation and electronic charts software.
- Manual desktop and web testing.
- Prepared testing documentation in form of test plans and check-lists.
- Responsible for pre-release sea-trials of the product in development.
- Software deployment directly at customers' ships.
- Hardware management.