

Nikita Dmitriev - Unity Developer

Tbilisi, Georgia – nikdmit8@gmail.com – [linkedin.com/in/dmitriev-gd](https://www.linkedin.com/in/dmitriev-gd) – github.com/TheCHead – nikkunogemu.com

About

Professional game developer with 4+ years of Unity experience and background in Product Management and Quality Assurance. Skilled in building robust and scalable game architecture, have a keen eye for game feel and design. Care deeply about work ethics and relationships, as great games are made by great teams.

Experience

Unity Developer, Skyeng, Remote

Mar 2021 - Jan 2025

Worked on [AL Galaxy](#) game. Galaxy is an educational sandbox for kids, where players can interact with characters and environment, role-play and tell their own stories, while reinforcing the skills they have learned on the Skysmart platform.

- Developed all of the game's sandbox systems using ECS framework: character, item and environment interactions, layered character customization, positioning and save systems, UI and more - 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).
- Developed a daily training reward system and built all the rewards for it (120+ unique rewards).
- Developed an in-game shop and item storage system.
- Integrated a coloring book mechanic into the game and adapted it for the needs of the project.
- Worked on parent control features.
- Experienced in a variety of Unity 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.
- Experienced with Zenject DI framework.
- Designed and built custom Unity Editor tools, including a node-based Dialogue Graph system.
- Developed a mini-game constructor for our EdCrunch conference panel, showcasing gamification techniques in education.
- Handled game publishing on AppStore, Google Play and WebGL platforms.

Product Manager, Wärtsilä, Saint-Petersburg

Sep 2017 – Feb 2021

Worked in the [Navi-Planner 4000](#) R&D team. Navi-Planner 4000 is considered the most powerful electronic nautical charts management application on the ECDIS market, complete with databases, applications and services intended for voyage planning.

- Defined product requirements and wrote design documentation for new features.
- Provided product supervision throughout the development cycle.
- Investigated service issues and provided on-board customer support in Europe and Asia.
- Developed training materials and conducted internal and online training sessions for service teams of 10 to 30 people.

QA Engineer, Transas, Saint-Petersburg

Apr 2015 – Sep 2017

Worked on the [Navi-Sailor](#) and [Navi-Planner](#) ECDIS software. ECDIS is an electronic navigation information system compliant with latest IMO regulations and can be used as an alternative to paper nautical charts.

- Conducted desktop and web quality assurance.
- Created testing documentation, including test plans and checklists.
- Managed pre-release sea trials for products in development.
- Handled customer support and on-board software deployment.

Skills: Unity/C#, ECS, MVX, Zenject, Unreal Engine/C++, Godot/GDScript, C, Python, Git.

Education and Certification

Cambridge University (CS50x), July 2024

Computer Science Course

Ivanovo State Power University (ISPU), June 2014

Automation and computer management, Master's degree

Ivanovo State Power University (ISPU), July 2014

Professional communications English translator, Second Major