Alexandra V. Korobenkova

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Education

MTI (MOSTECH), Moscow Technological Institute — Feb'16–Jan'17
- Crisis management, M-learning

Skills

Tools & Frameworks
- Unity3D, Lua, Python, PyGame, JSON, Git

Concepts
- Enviroment design & worldbuilding, AI configuration
- Professional experience with visual scripting tools
- Professional experience in PvE combat design

Languages
- Russian, English.

Professional Summary

Enplex Games, Junior Game Designer — Dec'18–present
- Gameplay scripting for PvE encounters
- Maintaining project game design documents and game mechanics
- Currently working on feauture updates & creatures design pipeline

Enplex Games, QA Engineer — Sep'18–Dec'18
- Test plan execution (regression, smoke, exploratory feature)
- Providing play testing, de-bugging & quality assurance

Extracurricular Activity

XCOMrades, Mod Developer — Feb'18–Aug'18
- Contributing to the development of several game mods & russian localisation

GamingOnSteroids, Scripts Developer — Feb'18–Aug'18
- Developing several scripts that imitate user actions with high performance in game
- Contributed to development of various utility scripts such as Evade, Lane-Clear, etc.

Heisen, Software Engineer Intern — Jan'18–Sep'18
- Creating a Telegram bot api with python-telegram-bot wrapper
- Creating a CV/portfolio website
- Cross-browser testing

Real Universe, Game Developer & QA Trainee — Jan'16–Sep'17
- Creating storyline, quests and in-game dialogue
- Developing ideas for gameplay throughout the player life-cycle

References

All references are available on request