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Summary

Software engineer with 10+ years of experience in the game development industry.

Possesses versatile development skills due to the personal aptitude and specifics of the industry.

Specializing in tasks automation, procedural generation, and rendering in broad terms including light transport simulations and GPGPU implemented algorithms.

Personally, ambitious in creativity, a lifetime learner, and a highly motivated technical problem-solver.

Likes challenging tasks and rigorous work.

Dislikes repetitive routines.

Experience

CTO / Lead Software Engineer

Supervixi Automata

May 2021 - Present (5 months +)

Working on an AI-powered NFT generating software and NFT trading platform.



Lead Software Engineer

KWEST

Dec 2016 - May 2021 (4 years 6 months)

I was deeply involved in everything from the very beginning: from hiring to quality assurance, key features development, research for AR and location-based features, developing production pipelines

Lead Software Engineer

Supervixi Automata

Aug 2015 - Dec 2016 (1 year 5 months)

Working on games "Golemancy Arena" and "Survival Inc."



Gaming Software Developer

Suricate Games

Sep 2012 - Jun 2015 (2 years 10 months)

Game logic and game mechanic programming, using C++ and Unigine game engine

Skills

Software Development • Game Development • Unity3D • Production Tools Development • Rendering
Software Development • Game Logic • Mechanics • Rendering • C# • C++