

Nikita Filatov

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Local Address
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Permanent Address
107 Cedar Glen Drive
New Hope, PA 18938

Education

Northeastern University, Boston MA

College of Computer and Information Science

Candidate for a Bachelor of Science in Computer Science and Game Design

2010 - Present

2016

Computer Knowledge

Programming Languages: C#, Java, C++, Ruby, Python, PHP, Lisp

Scripting Languages: Javascript, CSS/SASS, JQuery, HTML 5, Actionscript 3

Applications: Adobe Creative Suite, Maya and 3DS Max, Unreal Engine 4 and Unity

Systems: Windows, Ubuntu Linux, Mac OS

Other: Self-taught in 3D modeling, texturing, animation and game asset production, including vector and pixel art. Very experienced in building custom sites in Wordpress with PHP

Experience

Brafton, Boston MA

January 2015 – Present

Software Developer

- Worked as a frontend and backend developer creating static and dynamic websites and redesigns using Wordpress as a CMS, and a modern development stack using grunt, php, sass and mySQL
- Created a proprietary webapp that allowed for the rapid creation of personalized gated landing pages, allowing quick customization of handlebars template to be compiled with sass and grunt
- Worked on dozens of client sites using various CMS's including Wordpress, Drupal and Joomla

DigitasLBi, Boston MA

January – August 2014

Software Developer

- Worked as a frontend developer creating static web pages with HTML, CSS and JS
- Focus on responsive interface design using Node.js, Grunt.js, NPM, Compass/Bower and SASS
- Integrated existing JS implementations into other projects and performed code optimization

Nautilytics, Boston MA

January – August 2013

Software Developer

- Designed graphical user interface elements in Adobe Flash
- Implemented the GUI in the Unity game engine using C# and Actionscript
- Designed and implemented an efficient software architecture with object oriented code

grapplehookgames.com, Boston MA

November 2012 -- 2013

Cofounder, Developer

- Created the game "Squad Hero : Revolver", Focused on game design and 2D asset creation

Valve Software, Seattle WA

June – August 2012

3D Artist, Steam Workshop, DOTA 2

- Created custom game modification named "Elemental Ice Infusion Tiny", accepted as one of the first paid mods in the DOTA 2 community

Turbosquid.com, New Orleans LA

2008 – Present

- Followed client specifications and deadlines to create rigged and textured 3D models for games

Skills/Interests

- Fluent in Russian, conversational in Spanish; avid world traveler; Hobbyist musician