

Nikita Filatov

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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

2010 - Present

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

2015

GPA 3.3/4.0

Computer Knowledge

Programming Languages:	C#, Java, C++, Ruby, Python, PHP, Scheme
Scripting Languages:	Javascript, CSS/SASS, JQuery, HTML 5, Actionscript 3
Applications:	Autodesk Maya and 3DS Max, Mudbox; Adobe Creative Suite, Unity 4
Systems:	Windows, Ubuntu Linux, Mac OS
Other:	Self-taught in 3D modeling, texturing and animation for game design, low-poly, normal mapped character models and scenes, and digital illustration and concept art using a Wacom Intuous and Cintiq

Experience

DigitasLBi, Boston MA

January – August 2014

Creative Engineer

- 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
- Created interactive frontend web applications to showcase data visualization and analysis

grapplehookgames.com, Boston MA

November 2012 -- Present

Cofounder, Developer

- Created the game “Squad Hero : Revolver”
- Focused on game design and balancing, art asset creation and programming

Valve Software, Seattle WA

June – August 2012

3D Artist, Steam Workshop, DOTA 2

- Creation of 3D Models implemented into the online game DOTA 2
- Maker of “Glacial Tiny” among the first submissions accepted into the game

Turbosquid.com, New Orleans LA

2008 – Present

- Worked as a freelance 3D artist and received commissions from clients via Turbosquid
- Created digital concept art and textured, rigged and animated 3D Models
- Demonstrated ability to work under a deadline and follow client specification

Skills/Interests

- Fluent in Russian, conversational in Spanish
- Avid World Traveler
- Drawing, painting, playing guitar and producing music