**Nikita Filatov**

(215) – 498 – 5957

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| Local Address  8 Darling #2  Boston, MA 02120 | filatov.n@husky.neu.edu  adeka.github.io  Available: January – June 2013 | 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

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| **Computer Knowledge**  Programming Languages:  Scripting Languages:  Applications:  Systems:  Other: | C#, Java, C++, Ruby, Python, PHP  Javascript, CSS/SASS, JQuery, HTML 5, Actionscript 3  Autodesk Maya and 3DS Max, Mudbox; Adobe Creative Suite, Unity 4  Windows, Ubuntu Linux, Mac OS  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**

Nautilytics, Boston MA January – August 2013

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 -- 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