Aki Aoki

Game Developer & Graphics Engineer

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My name is Aki **she/her**, **a backend programmer**, **game developer**, and **graphics engineer**. I apply my technical skills to solve advanced development problems. And I really, really enjoy developing things!

▼ Hard Skills

▼ GameDev

- Unity / Godot
- Scripting (Backend)
- 3D Math & Graphics
- CPU & GPU ProcGen
- User Interface
- Multiplayer

▼ More

- Git / Plastic
- JIRA / Trello
- Linux
- Aseprite

▼ WebDev

- ASP.NET
- EF Core
- React / Sass
- Bootstrap
- Debugging

▼ Languages

- C# / C++
- GLSL / HLSL
- Python
- JS / TS
- T-SQL

▼ Hobbies

- Games
- Pixel Art
- Piano / Guitar
- Volunteering
- Archery
- Tabletop Role-Play
- Blog Writing

▼ Languages

Russian **Native**

English **B2**

▼ Projects

Game Development

- 3D & 2D
- Desktop & Mobile
- VR (Quest 2)

Web Apps

- BPM
- CRM
- WebApi

Other Projects

- Pentesting Hardware
- Game Hacking

🔗 akiaoki.github.io   ⬛ akiaoki

▼ Work Experience

2022-2023
ELMA
.NET Full-Stack Developer

2021-2022
Matrix Creators
Unity C# Developer

2020
Innopolis University
Java Developer / Linux

▼ Activites / Education

2020-2022
Innopolis University
Computer Science

2017-2020
Highschool State Competitions
Computer Science / Robotics / Infosec