

Experience

9zeroes games, Lead Game Developer, Remote **2023–2024**

- Collaborated with a cross-functional design team to develop and ship **three new games**, one of which became company's **top-performing** game.
- Participated in maintaining previous games from the company's portfolio, including projects made with **PixiJS**, **Phaser**, and **Unity3D**.

kosmos.games, Fullstack Developer, Remote, **Growth Team** **2022–2023**

- Implemented features providing new ways to monetize both paying and non-paying users.
- Refactored modules of legacy backend system (**200k+ LOC**) which enabled quick implementation and delivery of new features.
- Worked with backend team to introduce unit testing into development workflow.

Playrix Software Developer, Saint-Petersburg, Russia, **Marketing Creatives** **2021–2022**

- Built **7** playable marketing creatives within tight time schedule.
- Worked with artists and other engineers to create a library of reusable game components, leading up to **3x speed up of development** from pitch to first playable prototype.
- Set up linting rules to enforce modern coding standards across the team of **4 engineers**.
- Mentored 2 junior developers who proceeded to build **top-performing** creatives.

MP Games, Software Developer, Saint-Petersburg, Russia, **Mobile** **2021–2022**

- Implemented multiple mini-games as part of company's flagship mobile title.
- Consulted marketing creatives teams regarding engine technical capabilities.

EM ALL Studio, Junior Game Developer, Remote, **Promo Games** **2020**

- Built an interactive physics-based 3D experience for the website of one of the **top-5** toy brands.
- Adapted and integrated **multiple** game templates using Phaser and PixiJS to work with custom-built game creation tool.

Personal Projects

Independent game development

- Minimalistic fantasy RPG [Into the Dungeon](#)
- Physics-based tower defence [Spin Master](#)

Productivity tools

- Concept mapping tool [Ariadne](#)
- Daily planner/scheduler [Asti](#)

Skills

- **Proficient/Working-level:** TypeScript, JavaScript, Haxe, PixiJS, Webpack, esbuild, npm, git.
- **Prior Experience:** C#, Lua, Defold, Phaser, ThreeJS, Unity3D, WebGL, Vite, NodeJS, WebSockets, SQL.

Education

ITMO University, Software Engineering