ALEXANDR MALIUTIN

Graphics Programmer | Rendering & Shader Specialist

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🌐 github.com/alexmalyutindev/alexmalyutindev/blob/master/PORTFOLIO.md

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ABOUT ME

Graphics programmer with 10+ years in Unity development, specializing in custom render pipelines, performance optimization, and advanced shaders. Author of open-source projects and skilled in both C# architecture and real-time graphics, blending strong engineering with creative problem-solving.

WORK EXPERIENCE

Graphics Programmer
LowKick Studio | Nov 2021 - Sep 2025

Development of rendering systems and tools for a PC/Mobile MMO RPG WorldShards.

- Designed and maintained custom render features (Unity URP, HLSL).
- Designed extensive shader library covering environment materials, VFX, and post-processing.
- Optimized graphics for both PC and mobile devices.
- Conducted profiling and performance improvements across multiple devices.
- Developed Unity editor extensions and tools to support artists and game designers.

Lead Software Engineer
AR/VR Lab | Aug 2020 - Oct 2021

Development of a multiplayer VR training simulator.

- Designed and implemented the game core architecture.
- Implemented custom rendering features and optimized VR graphics.
- Integrated EyeTracking and custom VR controllers.
- Developed NPC AI and player behavior analytics.
- Set up CI/CD, build pipeline, and automated testing.

Unity C# Developer
Hello Computer | Jul 2019 - Jul 2020

Development of interactive installations and AR experiences.

- Built interactive systems and custom shaders.
- Introduced DI (Zenject) and performed code refactoring.
- Developed internal tools for projection mapping.

Unity C# Developer
Phygitalism | Dec 2017 - May 2019

Development of AR/VR applications for iOS and Windows.

- Implemented shaders (HLSL) and graphics optimizations.
- Developed VR quest "Marsum VR" (gameplay, optimization).
- Created AR apps for exhibitions and brands (PillBird AR and others).

SKILLS

- Game Engines: Unity (10+ years), URP
- Languages: C#, C/C++, Python
- Rendering: HLSL, ShaderLab, ShaderGraph, Amplify, ShaderToy
- Graphics APIs: OpenGL, Vulkan
- Tools: Git, RenderDoc, XCode, Blender

EDUCATION

HIGHER SCHOOL OF ECONOMICS | 2019

Bachelor's in Applied Mathematics

PORTFOLIO

github.com/alexmalyutindev/alexmalyutindev/blob/master/PORTFOLIO.md