Unity Developer

remote only

Nikita Velikovskiy
Technologies: C#, Unity, HLSL, Git
References: [GitHub](#), [LinkedIn](#)

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Experience

Unity Developer, [Owlcat Games](#)   **March 2019 - Present**

Developing hardcore classical isometric RPGs for PC, Play Station and XBOX
- Improved CPU performance in large UIs by implementing Virtual List
- Improved particles CPU performance by 50% by pooling particle systems
- Implemented mechanics of the weather system, one of the key visual features
- Implemented system for in-game settings serialization and operating
- Developed 2 major and many minor UIs for gamepad version of game

Unity Teacher, [MIPT](#)   **February 2021 - Present**

Teaching game development on Unity

Unity Developer, [VRDSE](#)   **May 2018 - August 2018**

Developing virtual apartment tour with smart home features in VR for mobile and PC
- Implemented smart home features in a virtual apartment
- Configured lightning and reflections

Unity Developer, VRQuest #1   **August 2017 - March 2018**

Developing multiplayer VR quests and other VR experiences
- Developed hidden-object game in VR from zero to finished product
- Implemented 3 multiplayer VR puzzles

Personal projects

AR visualization of solid geometry figures on mobile [GitHub](#)
- Implemented editor for creating step by step solid geometry figures
- Eliminated exponential complexity in large figures dependencies by building dependency graph
- Leaded the intern

2D mobile puzzle game "Hubbles" [GitHub](#), [PlayMarket](#)
- Implemented game mechanics on hex grid
- Created UI, art, animations
- Integrated Ads, Analytics

Awards

The best game award, GameNode hackathon, 1st place out of 16
- Implemented game client

Education

Moscow Institute of Physics and Technology   Moscow, Russia
Master of Applied mathematics and physics   2014 - 2020