Juliana Skuratovsky

☎ +7(996)663-45-10

✉ julisinjuly@gmail.com

in https://www.linkedin.com/in/juli-ana-skuratovsky-081674267/

Bē https://www.behance.net/julianaskurato

⊙ https://github.com/julisinjuly

📍 Moscow, Russia

Applied for the position:
C++ and Blueprints developer

EXPERIENCE

- A pet-Project **"HEADLESS"**, 8 cutscenes made in Sequencer, all used materials are custom made, **1** Niagara system, all of the models are self-made, a set-up scene and lights, timelines for platforms' movement, **developer**.

- A pet-project **"Fallen"**, a custom flight system, a custom weapon system that contains **3** elements, level procedural generation, **3** types of AI enemies, documentation.

- A horror **"Harvest"** that is taking place in a Slavic setting. An AI logic, quest and autosave systems , combining a movement, inventory and interaction logic, cutscenes integration, optimization, **developer**.

- First person shooter **"BartenderEnder"**, "Rabbiot" studio, an AI enemies code: patrolling, shooting, fleeing. **AI-developer**.

- **Developer** and project-manager at the"Dream Park" studio. Game mechanics integration for the demonstration and entertaiment purpose.

EDUCATION

- **2019-2021** Higher School of Economics Lyceum, "Oriental studies" faculty.

- **2022-2026 Game design** bachelor course, Higher School of Economics.

SKILLS

Blueprints.

C++, Visual Studio.

Python, JS.

Unreal Engine: Sequencer, Materials, Anim BP, Behavior Trees, etc.

Adobe Photoshop, Indesign, Illustrator, After Effects, Media Encoder.

Maya, Blender, Substance Painter, Zbrush.

Jira, Trello.

English C1, Russian C2, German A2, Japanese A2.

Procreate.

RESUME

I have a hands-on experience working with Blueprints and C++. I have a solid understanding of OOP patterns and their smooth implementation into frameworks.

I use my advanced knowledge of Unreal Engine and optimization workflow.

I am disciplined, well-organized and responsible. Furthermore, I have a commercial and achievement oriented mindset. I value goals, rationality, diplomacy, consistency and interpersonal respect most of all.

I excellently communicate with others. Additionally, I am skilled at solving conflicts, finding win-win solutions, managing the team (being a project manager at the "Noble Rot" studio with 20 members), and adapting to the new circumstances.

I have a genuine interest in prosperity and decent results of a company I am working at, because I take it personally.