

Juliana Skuratovsky



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Moscow, Russia



Applied for the position:

Game Producer

EXPERIENCE

- Pet project "HEADLESS", setting up task and time management in the task tracker "Focus to do". Pipeline developing and execution control, sprints. Producer, game producer, developer.
- Pet project "Fallen", Gantt chart, setting up and tracking of tasks in Google Docs, coordination of work. game producer, coder.
- Horror in the Slavic setting "Harvest". Gantt chart, task tracking in Jira, coordination of work and deadlines. Game producer, lead developer.
- Developer and game producer at the architectural bureau "Dream Park". Managing 5-6 projects simultaneously via Gantt charts and Bitrix. Coordinating work, tracking deadlines and establishing communication between employees

RESUME

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

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.

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.