Lada Egorova
Game Developer

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Summary

Experienced Game Developer with 4+ years of hands-on experience in Unity game development, gameplay programming, and game systems integration. Proficient in C# and skilled in building scalable, optimized game architectures for both mobile and PC platforms. Proven track record of implementing BI analytics systems, enhancing player engagement, debugging complex issues, and reducing game crashes. Adept at cross-functional collaboration with designers, artists, and QA to deliver high-performance, user-centric gameplay features. Passionate about creating immersive interactive experiences and continuously improving development pipelines.

Experience

Software Engineer | Saber Interactive — September 2021 - August 2024 | Saint-Petersburg

- Designed and implemented a **BI analytics** system from scratch, enabling data-driven gameplay improvements
- Provided **back-end** support and integration with the game's user portal, debugged and resolved **200+ game crashes**
- Developed and implemented the **game's logic** in C#, also used Python for scripting tools
- Helped other departments during peak workload periods

Software Engineer | CyberTech (Bachelor's thesis) — October 2021 - June 2022 | Saint-Petersburg

- Contributed to TRIK Studio, an IDE for teaching children robot programming using 2D virtual simulation
- Identified a need to improve the visualization quality of the simulation environment
- Successfully transitioned the simulation from 2D to 3D, enhancing educational value and engagement
- Implemented the 3D simulation using **Unity engine**, integrating it with the existing **QtCreator**-based workflow using **C++**

Unity Developer | NoPayStudio — July 2018 - June 2019 | Moscow

- Created two mobile games as part of an independent team, focusing on user-friendly interfaces and simple gameplay mechanics
- Stayed focused on quick development cycles and collaborative teamwork in a startup-like environment
- **Checkout (July 2018 - December 2018):** Built in two weeks during a summer IT school, featuring a 3D barcode scanning mechanic with interactive touch controls
- **Elevator (January 2019 – June 2019):** Designed and implemented core gameplay for an elevator passenger delivery game, contributing to rapid prototyping and iteration

Team Lead, AI Training | Toloka — March 2024 - June 2024 | Luzern (Remote)

- Coordinated **over 100** experts across **3 distinct projects**, providing answers and solutions to their questions and challenges
- Encouraged the teaching of AI by developing valuable content in mathematics and computer science
- Carefully reviewed **over 500 texts** using artificial intelligence to enhance the content quality

Skills

- **Programming languages:** Advanced in **C#**, Working knowledge of **Python**, **C++**, **VHDL**
- **System Design & Architecture:** Game optimization, Game logic implementation, Software development, Object-oriented programming, BI tracking implementation
- **Tools & Frameworks: Unity**, **Git**, **Perforce**, **Jira**, **Confluence**

Education

Grenoble INP — Esisar, UGA (Grenoble Alps University) — *September 2024 - June 2025*

International Master in Embedded Systems Security — CGPA: 15.64/20.0

Relevant courses: Advanced Processor Architecture and SoC Design, Embedded Systems Security, Verification and Test of Safe and Secure Embedded Systems, Dependability and Security of Computing Systems, Safety and security interactions analysis based on UML diagrams

Saint-Petersburg State University — *September 2018 - June 2022*

Bachelor of Software and Administration of Information Systems — CGPA: 4.6/5.0

Relevant courses: Computer Science, Models and Architectures of Programs and Knowledge, Software Technology, Computer Data Processing Algorithms, Software Design