

Lada Egorova

BI Developer | SQL, Python, Unity, Event Tracking Systems

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Summary

Data-focused developer with a strong background in game development and business intelligence integration. 4+ years of experience building real-time gameplay systems, with a growing focus on analytics, data pipelines, and player behavior insights. Designed and deployed an in-game BI system from scratch to enable data-driven product decisions. Experienced with Python, SQL, dashboards, and collaborative work with cross-functional teams. Seeking a role where data can directly inform product evolution and enhance player experience.

Experience

BI Developer | Saber Interactive

September 2021 - August 2024 | Saint-Petersburg

- Designed and implemented a **BI analytics** system from scratch, enabling data-driven gameplay improvements
- Worked with large in-game datasets to improve engagement and retention metrics
- Provided **back-end** support and integration with the game's user portal, debugged and resolved **200+ game crashes**, ensuring clean and consistent telemetry collection
- 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 2 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
- Analyzed early player feedback manually and via simple metric tracking to guide updates
- 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
- Gained experience managing large datasets and quality metrics for content-based AI evaluation
- Carefully reviewed **over 500 texts** using artificial intelligence to enhance the content quality

Skills

- SQL**: data extraction, joins, grouping, event analysis
- Python**: pandas, matplotlib
- BI Tools**: Tableau (learning), Redash, Power BI, Metabase, Excel
- Game Analytics**: retention, session length, player funnel, A/B tests
- Programming languages**: C#, 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