

# LADA EGOROVA

📍 26000, Valence

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## EDUCATION

International Master in Embedded Systems Security  
**Grenoble INP — Esisar, UGA**

📅 Sept 2024 – Ongoing

📍 Valence

- 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
  - Innovation project in a French team "PlaceR", the main goal of which is to improve the computer vision algorithm and to run it on existing robot

B.Sc. in Software and Administration of Information Systems  
**Saint-Petersburg State University**

📅 Sept 2018 – June 2022

📍 Saint-Petersburg

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

## STUDENT PROJECTS

Three-dimensional modeling visualization for TRIK Studio  
**CyberTech**

📅 Oct 2021 - Jun 2022

TRIK Studio is an integrated development environment designed using QtCreator for children to learn robot programming that features a simulation run that utilizes a 2D virtual robot model. The purpose of the work was to improve the quality of visualization and make it three-dimensional. The problem was solved on Unity engine.  
[Link to the report](#)

Elevator  
**NoPayStudio**

📅 Jan 2019 - Jun 2019

A hypercasual mobile game made on Unity — the second project in NoPayStudio. The goal is to deliver all elevator passengers to their floors.  
[Link to the report](#)

Checkout  
**NoPayStudio**

📅 Jul 2018 - Dec 2018

Developing a mobile game in just two weeks at a summer IT school turned out to be a significant project on Unity. The player's task is to scan a product by rotating it with their fingers so that the scan code appears in the center of the screen.

## SOFT SKILLS

- Hard-working
- Eye for detail
- Always on time
- Sense of humour
- Responsibility
- Mobility

## HARD SKILLS

- C#
- Embedded Systems
- C++
- VHDL
- Python
- Unity
- SQL

## LANGUAGES

- Russian
- English
- French

## EXPERIENCE

Gameplay Programmer  
**Saber Interactive**

- 📅 Sep 2021 – Aug 2024
- 📍 Saint-Petersburg
- Added BI analytics system to the project from zero to track player behavior and improve the quality of gameplay
  - Provided back-end support and integration with the game's front-end
  - Participated in developing and implementing the game's logic
  - Searched and repaired more than 200 game crashes
  - Used to help other departments when they had a high workload

Team Lead of AI Training Department  
**Toloka**

- 📅 Mar 2024 – Jun 2024
- 📍 Luzern (Remote)
- Assisted to more than 100 experts during 3 different projects: answers to questions, solving problems with tasks, consultations
  - Encouraged the teaching of artificial intelligence by developing valuable content in mathematics and computer science
  - Reviewed over 500 texts using artificial intelligence to enhance the quality of the content

Game Developer  
**NoPayStudio**

- 📅 Jul 2019 – Mar 2020
- 📍 Moscow
- Developed and tested 2 mobile games projects, including a product scanning game and an elevator passenger delivery game
  - Implemented features and integrated UI elements to enhance user experience
  - Achieved successful project completion and launch, showcasing strong coding and debugging skills