

# Lada Egorova

## Game Developer

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### SUMMARY

Game developer with 4 years in Unity development, BI integration, code optimization, and technical support. My expertise lies in the creation and enhancement of interactive gameplay systems, with a focus on improving user experience and minimizing crashes. I have a strong background in C#, game architecture, and cross-functional team collaboration. Currently, I am pursuing a Master's in Embedded Systems Security to further develop my technical expertise.

### EXPERIENCE

#### Software Engineer, Saber Interactive

September 2021 - August 2024 - Saint-Petersburg

- Added **BI analytics** system to the project from zero to track player behavior and improve the gameplay quality
- 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
- Provided cross-departmental support during peak workload periods

#### Software Engineer, CyberTech

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++**
- [Link to the report](#)

#### 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
- **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
- Demonstrated strong skills in Unity, quick development cycles, and collaborative teamwork in a startup-like environment

#### 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
- Reviewed **over 500 texts** using artificial intelligence to enhance the content quality

### HARD 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**.
- **Soft skills**: Self-directed, Organized, Responsibility, Mobility, Creativity, Collaboration, Hard-working, Adaptability

### EDUCATION

#### Grenoble INP — Esisar, UGA (Grenoble Alps University)

September 2024 - June 2025

*International Master in Embedded Systems Security*

CGPA: 14.3/20.0

**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

#### 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