

Nikita Dyomin

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Highlights a.k.a. 'Fancy words'

10+ years programming experience

Self-motivated

Problem solver

Excellent communication skills

Performing under pressure

Keen eye for user experience

Troubleshooting

Creative design

Other fancy words...


Intro a.k.a. 'I am'

I am an ambitious developer with passion for web technologies, apps, games and pretty much everything that you can create by code. My path of experience over last ten years took me through different areas such as web development, design, applications and games, client-server interactions and many more. I am thorough in everything I develop and have a keen interest in user experience and design. I find myself to be a reasonable and competent person who accepts and encourages constructive criticism (we can't all be perfect). While having an occupation in such dynamic and fast evolving field I try to strive for continuous self improvement and education. There's a lot of new amazing stuff being created every day. I am a fast learner and am always looking forward to acquiring new skills and experience.

Goals a.k.a. 'I like'

My interests include everything that is related to internet and computers. I am looking for projects that bring a challenge and allow me to utilize edge cutting tools and technologies. My preferences fall towards working environments that encourage self improvement and always try to keep up to date with current trends in web development world.


Education a.k.a. 'I know'

 Bachelors degree in Computer Science «Computerized systems, automation and control»

 National Technical University of Ukraine 'Kyiv Polytechnic Institute'

 2004 - 2008




 Masters degree in Computer Science «Flexible computerized system and robotics»

 National Technical University of Ukraine 'Kyiv Polytechnic Institute'



 2008 - 2010

Experience a.k.a. 'I did'




Web / Game Developer

-  Sector3 Studios AB
-  July 2014 - Present (4 years)
-  Lidköping, Sweden

Projects




-  RaceRoom Racing Experience [🔗](#)
-  RaceRoom Store [🔗](#)

Responsibilities



-  Working on and maintaining web related parts of project, such as games portal, online store, companies website, ingame ui elements, various internal apps and tools
-  Developing and maintaining game's user interface and UI related parts.
-  Creating and maintaining tools and pipelines for workflow optimisation and internal usage.

#nodejs #react #vuejs #es6
#typescript #electron #nwjs #jquery
#html #css #webgl #shaders
#actionscript #c++ #scaleform #lua
#c# #python #bash

Web Front-End Developer

-  Cogniance
-  September 2011 - July 2012 (10 months)
-  Kiev, Ukraine

Responsibilities

-  Designing, prototyping, and developing framework of native Flash IDE CS4 & CS5 components for creating rich interactive web experiences and applications.
-  Implementing communication layer between a web page that hosts flash application and a media server.

#javascript #jquery #actionscript #flex
#mxml #jsfl #html #css #python



Game Developer

-  SimBin Development Team AB
-  July 2012 - July 2014 (2 years)
-  Lidköping, Sweden

Projects

-  RaceRoom Racing Experience [🔗](#)

Responsibilities

-  Developing and maintaining game's user interface and UI related parts.
-  Maintaining and creating tools and pipelines for workflow optimisation and internal usage.

#actionscript #c++ #scaleform #lua
#c# #python #bash #cmd
#powershell





Game Developer

-  Electronic Arts Canada
-  November 2010 - July 2011 (8 months)
-  Vancouver, Canada

Projects

-  NHL 12 [🔗](#)

Responsibilities

-  Implementing user interface system and menu elements.
-  Maintaining, refactoring and bugfixing legacy code.
-  Ensuring UI adheres to Microsoft Xbox and Sony PS3 user interface guidelines and requirements.
-  Improving user interaction experience in menu flow.

#actionscript #c++ #cmd

Game Developer

 Persha Studio / Nikitova LLC (Wargaming Ukraine)

 October 2009 - October 2011 (2 years)

 Kiev, Ukraine


Projects


 EA Sports Active 2.0 [↗](#)

 NHL 12 [↗](#)


 Various small games

Responsibilities

 Programming gameplay in EA Sports Active 2.0

 Developing menu systems and components for EA Sports NHL12

 Developing, refactoring and bugfixing various small casual games

 Extending functionality, supporting, and optimizing older flash games

#lua

#actionscript


#scaleform

#cmd

#flex

#mxml


Game Developer


 2K-Group

 January 2009 - October 2009 (9 months)

 Kiev, Ukraine

Responsibilities

 Developing several online flash games for online casino.

 Supporting old legacy code and bugfixing in old games.

 Writing automation scripts and tools.

#javascript

#actionscript

#html

#css

#jsfl

#php

#python

Web Developer

 Gadu-Gadu


 February 2009 - October 2009 (8 months)


 Kiev, Ukraine


Projects

 moederevo.com

Responsibilities

 Implementing user relations visual representation tools.

 Developing client-server communication protocol to optimize data transfer size.

 Working with, supporting and refactoring legacy code.

#javascript


#actionscript

#html

#css

Game Developer

 Metaversum Ukraine

 November 2007 - November 2008 (a year)

 Kiev, Ukraine

Projects

 Twinity [↗](#)

Responsibilities

 Developing game's user interface system.

#actionscript

#scaleform

#jsfl

#python

Web Developer / Designer

 Zoomy

 June 2007 - August 2008 (a year)

 Kiev, Ukraine

Responsibilities

 Developing and maintaining e-commerce store for online retailer zoomy.com.ua

#php

#html

#javascript

#css

#mysql

#photoshop

Game Developer

 Menge Games

 February 2007 - August 2007 (6 months)

 Kiev, Ukraine

Responsibilities

 Developing various small casual games.

#torque2d


#torque script

Freelancer

 Self employed

 April 2005 - November 2007 (3 years)

 Kiev, Ukraine

 Working as a freelancer I took small to medium projects like simple web pages, personal websites, flash animations, games, banners, promotional content, e-commerce skins and themes.

#php

#html

#javascript


#css

#flash

#actionscript

#photoshop

Outro a.k.a. 'Couple words before you go'

Currently I'm in a complicated love/hate relationship with JavaScript web dev, on one side there are so many things to help you develop amazing things fast, but on the other hand it's just overwhelming, there is endless sea of tools and frameworks that you cannot possibly learn them all, and new ones spring up like mushrooms every day. But still, I love web, I try to do everything in web. Even this CV is made with web: github.com/n1kk/cv 

Tag Cloud a.k.a. 'Cool kids club'

javascript

ecmascript

typescript

nodejs

babel

webpack

rollup

react

redux

vue

vuex

nuxtjs

jquery

html

pug

jade

css

less

sass

scss

postcss

as3

flash

scaleform

jsfl

mxml

flex

c#

c++

python

lua

bash

cmd

powershell

git

perforce

svn

rest

json

yaml

and

other

fancy

words