

Nikita Dyomin

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$> npm i @n1kk/cv -g && n1kk-cv
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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'

As an ambitious developer I have a passion for web technologies, apps, games and pretty much anything that can be created with code. My path of experience over the last ten years has taken me through different areas such as web development, design, applications, games, client-server interactions and many more. I am thorough in everything that 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 a dynamic and fast evolving field I try to strive for continuous self improvement and education. I consider myself to be a fast learner and always eager to acquire new skills and experience.

Goals a.k.a. 'I like'

My interests include everything that is related to the internet and computers. I always look for projects that offer a challenge and allow me to utilize cutting edge tools and technologies. My preferences lean towards working environments that encourage self-improvement and keep up-to-date with current trends in the world of web development.

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 the project, such as: games portal, online store, multiple websites, ingame UI elements, various internal apps and tools.
-  Developing the games user interface and UI related areas.
-  Creating tools and pipelines for workflow optimisation and internal usage.
-  Implementing automated regression and end-to-end testing systems.
-  Setting up continuous deployment and continuous integration pipelines.

#nodejs #react #vuejs #es6
#typescript #electron #nwjs #jquery
#html #css #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 a framework of native Flash IDE CS4 & CS5 components for creating rich interactive web experiences and applications.
-  Implementing a communication layer between a web page that hosts the flash application and the media server.

#javascript #jquery #actionscript #flex
#mxm1 #jsfl #html #css #python




Game Developer

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

Projects

-  RaceRoom Racing Experience [🔗](#)

Responsibilities

-  Developing the games user interface.
-  Designing and prototyping new menu flows and components.
-  Creating ui-core-backend communication protocols.

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

#actionscript #c++ #cmd

Game Developer

 Wargaming Ukraine (Persha Studia / Nikitova LLC)

 October 2009 - October 2011 (2 years)

 Kiev, Ukraine


Projects


 EA Sports Active 2.0 


 NHL 12 

 Various small games

Responsibilities

 Programming interactive gameplay for the motion sensor equipped game 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 an online casino.

 Supporting legacy code and bugfixing in live casino 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

 Creating a system for the visual representation of user connections and relations between each other.

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

 Designing mechanisms for improving user engagement.

#javascript


#actionscript

#html

#css

Game Developer

 Metaversum Ukraine

 November 2007 - November 2008 (a year)


 Kiev, Ukraine


Projects

 Twinity 

Responsibilities

 Developing the games user interface system.

 Designing and prototyping components for new features.

 Creating innovative user interaction mechanisms to boost user engagement.


#actionscript

#scaleform

#jsfl

#python





Web Developer / Designer

 Zoomy

 June 2007 - August 2008 (a year)

 Kiev, Ukraine

Responsibilities

-  Developing and maintaining an e-commerce store for the online retailer zoomy.com.ua
-  Programming website flow, database interaction and user management.
-  Creating the website design and style.
-  Designing the company's branding and promotional material.

#php

#html

#javascript

#css

#mysql

#photoshop




Game Developer

 Menge Games

 February 2007 - August 2007 (6 months)

 Kiev, Ukraine

Responsibilities

-  Developing UI, gameplay, graphical and sound systems for a variety of casual games.
-  Collaborating with artists to implement coherent graphical and sound asset management systems and workflows.
-  Stress testing the game code to identify underperforming areas and optimising them.

#torque2d


#torque script

Freelancer

 Self employed

 April 2005 - November 2007 (3 years)

 Kiev, Ukraine

 Working as a freelancer I took small to medium sized projects such as: 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's so many tools to help you develop amazing things fast, but on the other side the sheer amount is just overwhelming. There is an endless sea of libraries and frameworks that you cannot possibly learn them all, and new ones spring up like mushrooms every day. But still, I love JS, I try to do everything in JS. Even this CV is made with JS: 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

webgl

shaders

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