

Takhir NASYROV

Game Developer

Student in Master GAME PROGRAMMER & DESIGNER. Passionate for Gameplay Programming, experienced in Tools and Engine Development.



EDUCATION

Master Game Programmer & Designer
Ecole Ynov Lyon, Lyon - Since Sep 2022

Bachelor Computer Science Methods Applied to Business Management (MIAGE)

University Grenoble Alpes , Grenoble - Sep 2020 / Jul 2022

Bachelor Mechanical and Production Engineering

University Grenoble Alpes, Grenoble - Sep 2015 / Sep 2020

EXPERIENCE

Fullstack Engine Developer

Cabrilog, Fontaine - Since 09.2022

Stack: C++/Qt/OpenGL, BabylonJS/VueJS

- Migration of Qt/OpenGL functionalities to BabylonJS
- Text textures dynamic rendering in 3D
- Moodle Plug-in Development

Unity Tools Developer

Emoface, Grenoble - 05.2022 / 08.2022

Stack: C#/Unity

- Unity custom scene-creator tool for narrative educative scenes
- NavMesh for character movement
- Rigging and integration of new characters in game
- ARKit Live Capture for Facial motion capture and Kinect v2 for Body motion capture

Junior Full-Stack Developer

Freelance, USA - Since 02.2022

Web-Application Development with C#/.Net 6 as server and Angular 13 as client (using Entity Manager Framework and WinSCP library)

PERSONAL PROJECTS

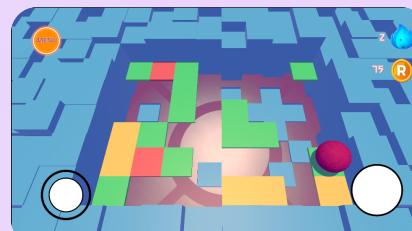
Mini Tanks RTS

An online game using Unity Mirror library for deployment on Steam. (in development)



Pad Break

Hyper-casual game developed during a GameJam. You have to react to color change and avoid falling down.



Planet Assault 3D

3D Score Game for 5 minute experience using Timeline for movement. Defend your planet from alien invaders!



SKILLS

Unity/C#



Unreal Engine/C/C++



Python/Tkinter/Pandas/NumPy/SciKit

TS/Angular/HTML/CSS

SQL/SciLab/R

XML/XSLT/XSD

SOFT SKILLS

Team-player

Fast learner & Hard worker

Appetite for solving technical problems

LANGUAGES

English

Full Proficiency

Italian

Beginner

INTERESTS

Basketball



Programming/Video Games



Guitar



Poker



0669098568



tahanasyrov@gmail.com