

Alen Ismagambetov

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Profile

Unity game developer (C#/C++) with experience in gameplay systems, networking (Photon Fusion, UDP) and interactive audio (FMOD, Wwise). Currently learning real-time VFX for games (Unity VFX Graph).

Skills

TECHNICAL SKILLS

- Programming: C++, C#, Python, JavaScript, HTML, CSS
- Engines: Unity (URP/HDRP), Unreal Engine 5
- Networking: Photon Fusion, low-latency UDP
- Audio: FMOD, Wwise, FL Studio
- Tools: Git, Jira, Blender, GIMP

Languages:

- English (C1)
- Russian (Fluent)
- Kazakh (Fluent)

Experience

UNITY GAME DEVELOPER | IDEATRIX COGN AI LAB | JUNE 2025 - AUGUST 2025

- Developed core gameplay mechanics for AI Wolves in Unity, including player interaction systems.
- Collaborated with AI engineers to implement decision-making and dynamic behaviors.

Projects

CAPSTONE PROJECT - AUDIO & UI PROGRAMMER (UNITY) | JANUARY 2025 - APRIL 2025

- The Whisper - first-person horror (4-month team cycle).
- Owned UI flow (menu, settings, in-game HUD) and supported sprint planning in Jira.
- Implemented adaptive music and SFX in FMOD (events, parameters, snapshots) to reinforce atmosphere.
- Showcased at LevelUP Game Exhibition (Toronto, 2025) with 30+ play sessions.

UNTITLED CARD GAME - GAMEPLAY / AUDIO PROGRAMMER (UNITY) | MAY 2025 - PRESENT

- Built a raycast-based card interaction system (hover, selection, drag/targeting) with responsive UI feedback.
- Developing audio and menu systems; integrating FMOD events/parameters for gameplay and UX states.

Education

DIPLOMA (HONOURS): GAME PROGRAMMING | ST. LAWRENCE COLLEGE (CORNWALL, ON)

- Dates: September 2023 - May 2025