Alen Ismagambetov

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Profile

Unity-focused game developer and Audio/UI programmer with experience building interactive gameplay systems, UI flows, and adaptive audio using FMOD. Proven collaboration and leadership from team projects and competitive esports (in-game leader). Showcased a shipped capstone horror prototype at LevelUP Game Exhibition (Toronto, 2025).

Skills

Programming: C#, C++, JavaScript

Engines: Unity (URP/HDRP), Unreal Engine 5

Gameplay & Systems: Raycast-based input/interaction, UI systems, prototyping, debugging

Networking: Photon Fusion, low-latency UDP fundamentals

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 - Aug 2025
- Developed core gameplay mechanics for AI-driven wolves in Unity, including player interaction systems.
- Partnered with AI engineers to integrate decision-making logic into gameplay behaviors and tune feel.
- Improved iteration speed by structuring features into clear tasks and testable components.

Projects

The Whisper (Capstone) - Audio & UI Programmer (Unity) | Jan 2025 - Apr 2025
- Owned the full UI flow (menus, HUD, settings) and implemented responsive interactions and navigation.
- Built an adaptive soundtrack and SFX pipeline in FMOD using parameter-driven transitions to support atmosphere.
- Coordinated work in Jira (sprints, tasks) to keep the team aligned during a 4-month production cycle.
- Showcased the project at LevelUP Game Exhibition (Toronto, 2025) with 30+ play sessions and strong atmosphere feedback.

Untitled Card Game (Turn-Based Prototype) - Audio Programmer (Unity) | May 2025 - Present
- Developing UI/audio feedback (menu SFX, combat cues, ambience) and supporting overall sound direction.
- Implemented a raycast-based input/interaction system for card hovering, selection, and targeting behaviors.
- Collaborating on menu flow and quality-of-life improvements while the project remains in active development.

Education

Diploma (Honours) - Game Programming, St. Lawrence College (Cornwall, Ontario) | Sep 2023 - May 2025