Alen Ismagambetov

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Profile

Dedicated Game Developer skilled in C++, C#, and Unity with demonstrated leadership experience as an E-Sports in-game leader, achieving top placements in international competitions. I am passionate about leveraging programming expertise, leadership abilities, and teamwork to contribute effectively to innovative game development projects.

Skills

TECHNICAL SKILLS

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

Languages:

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

Experience

E-SPORTS IN GAME LEADER | SEPTEMBER 2021 – APRIL 2025

· Red Bull Flick 2v2 Copenhagen 2022, Kazakhstan closed qualifiers – 1st place
· Red Bull Flick 2v2 Copenhagen Invitational closed qualifiers – 4th place
· Qazaqstan Respublikasynyn Kubogi Spring 2023 – 4th place
· ESEA Season 47: Open division North America – 5th –8th
· ESEA Season 48: Main division North America – 2nd
· ESEA Season 51: Advanced division North America – 13th
· ESEA Season 52: Advanced division North America – 14th
· CCT Season 2 North America Series 4 – 9-16th
· HLTV Profile

Projects

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

· The Whisper – first-person horror (4-month team cycle)
· Worked with Jira, creating sprints and tasks for Team
· Worked in a friendly environment

- Designed the entire UI flow (UI, Menu and Settings functionalities)
- Implemented an adaptive soundtrack and SFX in FMOD; Most of the LevelUP survey respondents praised the atmosphere
- Showcased Capstone Project at LevelUP Game Exhibition (Toronto, 2025) - 30+ play sessions

TURN-BASED GAME PROTOTYPE AUDIO PROGRAMMER (UNITY) | MAY 2025 - PRESENT
- Assisted to create a unique Universe and story
- Working on the Audio and Menu
- Still in development

Education
- **DIPLOMA (HONOURS): GAME PROGRAMMING**
- **Institution:** St. Lawrence College, Cornwall, Ontario
- **Dates:** September 2023 – May 2025