Sharipova Dina

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Desired position

Game Developer | Unreal Engine

Employment: full-time
Work schedule: full day

Work experience — 5 years 3 months

November 2023 - Present	**Magic Hazard**
	Game Developer
	Designing and implementing AI systems. Developing and optimizing Enemy Spawn System. Creating Game Modes. Integrating animations, sound effects, and visual effects in Multiplayer.
August 2022 - November 2023 1 year 4 months	QA Engineer
	Conducted comprehensive game testing, and identified and documented over 500 bugs. Collaborated with developers to verify and implement new features, resulting in a smoother gaming experience.
February 2020 — August 2022 2 years 7 months	**Dell EMC**
	Software QA Engineer
	Supported 1500+ automated tests, and personally automated over 300 tests. Led Jenkins and Qtest integration, enhancing build and test processes. Introducing newcomers to our project.
January 2019 — January 2020 1 year 1 month	**Saint Petersburg State University**
	Software Engineer
	Developed an add-on for the Hercules Mainframe emulator, contributing to the university's research projects.

Education	
Higher	
2017 - 2021	**St. Petersburg State University, Saint Petersburg** Software and Administration of Information Systems

Key skills	
Languages	Russian — Bilingual English — B2 Tatar — Bilingual
Skills	Unreal Engine 4 & 5,, C++, Git & GitHub, Jenkins

Additional information	
About me	Hi, I'm Dina, a passionate Game Developer specializing in Unreal Engine. I am seeking opportunities in the UK or Australia to expand my horizons and tackle new challenges.