

Contact

sharipovadinag@gmail.com

www.linkedin.com/in/sharidi
(LinkedIn)

sha-ridi.github.io/ (Personal)
github.com/sha-ridi (Portfolio)

Top Skills

Unreal Engine 4

Unreal Engine 5

C++

Languages

Russian (Native or Bilingual)

English (Full Professional)

Tatar (Native or Bilingual)

Dina Sharipova

Game Developer | Unreal Engine

Tbilisi, Georgia

Summary

Hi, I'm Dina and I'm currently part of a team developing a Multiplayer PvE Roguelite Shooter, focusing primarily on enemies & bosses

Experience

Magic Hazard

1 year 11 months

Game Developer

November 2023 - Present (8 months)

Tbilisi, Georgia

Designing and implementing AI systems. Developing and optimizing Enemy Spawn System. Creating Game Modes. Integrating animations, sound effects, and visual effects in Multiplayer.

QA Engineer

August 2022 - November 2023 (1 year 4 months)

Tbilisi, Georgia

Conducting game testing to identify bugs and issues.

Documenting and reporting bugs with detailed reproduction steps.

Collaborating with developers and designers to verify feature functionality.

Performing regression testing to confirm fixes and prevent new issues.

Dell EMC

Software QA Engineer

February 2020 - August 2022 (2 years 7 months)

Санкт-Петербург, Санкт-Петербург, Россия

Support in a working state of 1500 autotests. Personally completed more than 300 tests automation from zero. Also, manual testing of the new features (Replication, Migration), writing test cases.

Jenkins Build Server support and improvement, testing tools upgrade (Python 3.6.8 -> 3.9.6, Robot Framework 3.0.1 -> 4.1, after upgrade fixes in code). Set up Jenkins and Qtest integration.

Development of an annual plan for the further improvement of automation, test planning, writing documentation and How-to guides about automation, leading Automation (weekly meeting, task assigning, code review, Q&A).

Introducing newcomers to our project. Training newcomers in the DLm server Upgrade/Fresh Install procedure.

Saint Petersburg State University

QA and Software Engineer

March 2019 - February 2020 (1 year)

St Petersburg, St Petersburg City, Russia

Mainframe systems programming.

C++, Linux, Bash, got acquainted with virtual memory, multithreading, the structure of computer networks and the z/OS, basics of HLASM.

Developed an add-on for Hercules that allows you to connect an emulator of a device that executes commands to the Mainframe emulator. Wrote a post about the project in the company group.

Education

Saint Petersburg State University

Bachelor's degree, Software and Administration of Information

Systems · (September 2017 - May 2021)