Sharipova Dina

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Desired position

Game Developer | Unreal Engine

Employment: full-time
Work schedule: full day

Work experience — 5 years 10 months

September 2024 - December 2024	**NEO VR**
	Unreal Engine Developer
	Solely developed the entire logic of the VR application on Unreal Engine using both Blueprints and C++.
	Built and deployed application builds, ensuring compatibility with VR headsets.
	Conducted thorough testing on VR devices to validate functionality and performance.

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++, Python, Git & GitHub, Jenkins

Additional information

About me	Hi, I'm Dina, a passionate Game Developer specializing in Unreal Engine.
Online Presence	Personal Site: https://sha-ridi.github.io GitHub: https://github.com/sha-ridi