

Sharipova Dina

+995 595-633-803

sharipovadinag@gmail.com

<https://www.linkedin.com/in/sharidi/>

https://t.me/sha_ridi

<https://sha-ridi.github.io>

<https://github.com/sha-ridi>

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.
Online Presence	Personal Site: https://sha-ridi.github.io GitHub: https://github.com/sha-ridi