# 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

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|---|---|
| November 2023 - Present<br>8 months | **Magic Hazard**<br><br>Game Developer<br><br>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￼<br>1 year 4 months | QA Engineer<br><br>Conducted comprehensive game testing, and identified and documented over 500 bugs.<br>Collaborated with developers to verify and implement new features, resulting in<br>a smoother gaming experience. |
| February 2020 — August 2022<br>2 years 7 months | **Dell EMC**<br><br>Software QA Engineer<br><br>Supported 1500+ automated tests, and personally automated over 300 tests.<br>Led Jenkins and Qtest integration, enhancing build and test processes.<br>Introducing newcomers to our project. |
| January 2019 — January 2020<br>1 year 1 month | **Saint Petersburg State University**<br><br>Software Engineer<br><br>Developed an add-on for the Hercules Mainframe emulator, contributing to the<br>university's research projects. |

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

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

| Additional information | |
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| 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. |