

Dmitry Karpukhin

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Russia, Kaliningrad

UE4 Developer and Technical Artist.

Have worked as an independent developer of non-commercial indie games for over 7 years.

Professional work

Reign Of Guilds (Atlant Games, 2018-2020)

Technical Artist

Optimization, Shaders, Tools, Blueprints Programming

Blockout Tools Plugin (Unreal Marketplace)

A lightweight set of tools to quickly block out levels.

Personal work

Created following games from scratch as a solo developer. Most of them features handcrafted assets, custom game code and visionary design.

Fragment: The Railroad (2020, Windows)

Gamejolt, Itch.io

Atmospheric First Person Experience with Narrative Elements

Fragment: ÆLSE (2018, Windows, HTML5)

Gamejolt, Itch.io

Top-down Survival Arena

Fragment: Contours of a Dream (2018, Windows)

Gamejolt, Itch.io

Atmospheric First Person Platformer

Fragment: My Empty Rooms (2017, Windows)

Gamejolt, Itch.io

First Person Experience

Onirica (2013, Windows, Far Cry modification)

ModDB, Desura

Atmospheric First Person Experience with Horror Elements

Employment History

IT Specialist (2016-2018)

Distance Learning Center «KOMPiA»

Video Editor (2014-2015)

«Znaika» LLC

Skills

- Generalist Game Development
- Unreal Engine 4
- Blueprints Scripting and C++ Programming (junior)
- Shaders/Materials/Partial VFX
- Modelling and UV unwrapping skills
- Web development: HTML, CSS, Wordpress, Joomla, Moodle