Dmitriy Karpukhin

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Russia, Republic of Mari El, Yoshkar-Ola

Game developer and designer. Have worked as an independent developer of non-commercial indie games for several years. Currently work under the name of Somberhead.

Released projects

Fragment - Contours of a Dream (2018, PC)
Gamejolt, Itch.io
Game Designer, Level Designer, Programmer (UE4 Blueprints), 3D Artist (Blender)

- Designed to immerse players in a relaxed mood
- Programmed player controls, primitive platforming elements and game menu
- Modeled stylized environment

Fragment - My Empty Rooms (2017, PC)
Gamejolt, Itch.io
Game Designer, Level Designer, Programmer (UE4 Blueprints), 3D Artist (Blender)

- Modeled indoor environment
- Sound design

The Railroad (2015, PC)
Itch.io
Game Designer, Level Designer, Programmer (UE4 Blueprints), 3D Artist (Blender, PhotoScan)

- Narrative design
- Modeled realistic environment, used photogrammetry
- Programmed simple UI and subtitles

Onirica (2013, PC, Far Cry modification)
ModDB, Desura
Game Designer, Level Designer, Programmer (Lua), 3D Artist (3ds Max), Music Composer

- Designed for players' emotional engagement
- Developed art-style
- Modeled environment according to art-style

Employment History

IT Specialist (2016-2018)
Distance Learning Center «KOMPiA» - https://kompia.com

Video Editor (2014-2015)
«Znaika» LLC - https://znaika.ru

Skills

- Game development
- Game design (planning, prototyping)
- Game engines: Unreal Engine 4, Unity, Darkplaces, CryEngine
- Video editing
- Web development: HTML, CSS, Wordpress, Joomla, Moodle
- Image editing