

Dmitriy Karpukhin

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Russia, Republic of Mari El, Yoshkar-Ola

Generalist Game Developer and Technical Artist.
Have worked as an independent developer of non-commercial indie games for over 7 years.

Professional work

Reign Of Guilds (2018-...)

Technical Artist

Optimization, Shaders, Tools, Blueprints Programming

Personal work

Created following games from scratch as a solo developer.

Fragment - Contours of a Dream (2018, PC)

Gamejolt, Itch.io

- 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

- Modeled indoor environment
- Sound design

The Railroad (2015, PC)

Itch.io

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

Onirica (2013, PC, Far Cry modification)

ModDB, Desura

- 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

- Generalist Game Development
- Unreal Engine
- Shaders/Materials/Technical Art
- Web development: HTML, CSS, Wordpress, Joomla, Moodle