

CONTACT

044 971 0276

valerija.nikulina.fi@gmail.com

valeryart.myportfolio.com

github.com/valerijanik

linkedin.com/in/valerijanikulina

SKILLS

Unity + C#

C++, HTML, CSS, PHP

Json

Git

Adobe Illustrator

Adobe Photoshop

Adobe InDesign

Adobe Xd

Blender, 3Ds Max

Microsoft Office Package, Drive

Online Website Builders

Social media

LANGUAGES

English - fluent

Russian - fluent

Estonian - beginner

Finnish - intermediate

REFERENCES

Joonas Laakso

Development Director
at Next Games Oyj

Phone: 050 557 89 88

E-mail:

joonas.laakso@nextgames.com

Riku Suomela

Executive Producer
at Next Games Oyj

Phone: 040 671 4110

E-mail:

riku.suomela@nextgames.com

Hello, my name is Valerija Nikulina

SUMMARY

Knowledgeable and detail-oriented Junior Game Programmer with front-end development skills accustomed to working in fast-paced and deadline-driven environments. Worked on Stranger Things mobile game, and generated UI/UX for a number of prototypes. I have an extensive expertise in using Unity 3D and 2D, Adobe CC package and Unreal Engine and my background in Art History gives me a different approach to different areas of game development.

I'm looking for new challenges in the game industry as a programmer or UI/UX designer.

WORK EXPERIENCE

Oct 2019 - Apr 2020

Game Programming Trainee @ Next Games Oyj

First two months: introduced to the game industry and Next Games way of working; made three prototypes.

Next four months: worked on upcoming Stranger Things mobile game. I've made several features and worked closely with designers, UX designers, producers and other programmers. Also participated in company's prototyping days working on a treasure hunt game.

All work has been done in Unity with C#.

May 2019 - Sept 2019

Game Developer Internship @ Metal Bawxed Studios

Online collaboration at a semi-professional team. Developed UX flow, created UI assets and implemented all into Unity. Worked closely with designers, artists and programmers; it was an ambitious PC game project based on Warhammer 40,000 aiming to pitch to Games Workshop. This game was made in Unity with C#.

Sept 2017 - May 2019

Art History Educator - Educational Instagram account

For several months I have been writing for an Instagram account, where I wrote small posts about contemporary & classical art, performances and artists' biographies.

May 2016 - present

Graphic and Web Designer @ KlubOk ry (volunteering)

I have joined KlubOk (non-commercial organization) to be a graphic designer, but then I've started and supported the website, created UI/UX for it, organized events, gave lectures on art and art history, supported Russian-speaking mothers and families.

Sept 2016 - Mar 2017

Gallery Assistant & Designer @ Hopeinen Sivellin Galleria

At the gallery I've been a gallery assistant and helper, running small errands, creating advertisements and teaching art and art history.

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Please, feel free to contact me!

EDUCATION

2018 - 2020

Game Development

Stadin Ammattiopisto

2018 - 2019

Game Development Courses

Udemy, Codecademy

2016

3Ds Max Diploma

Knower School

2016

Graphic Design Diploma

Shaw Academy

2012 - 2015

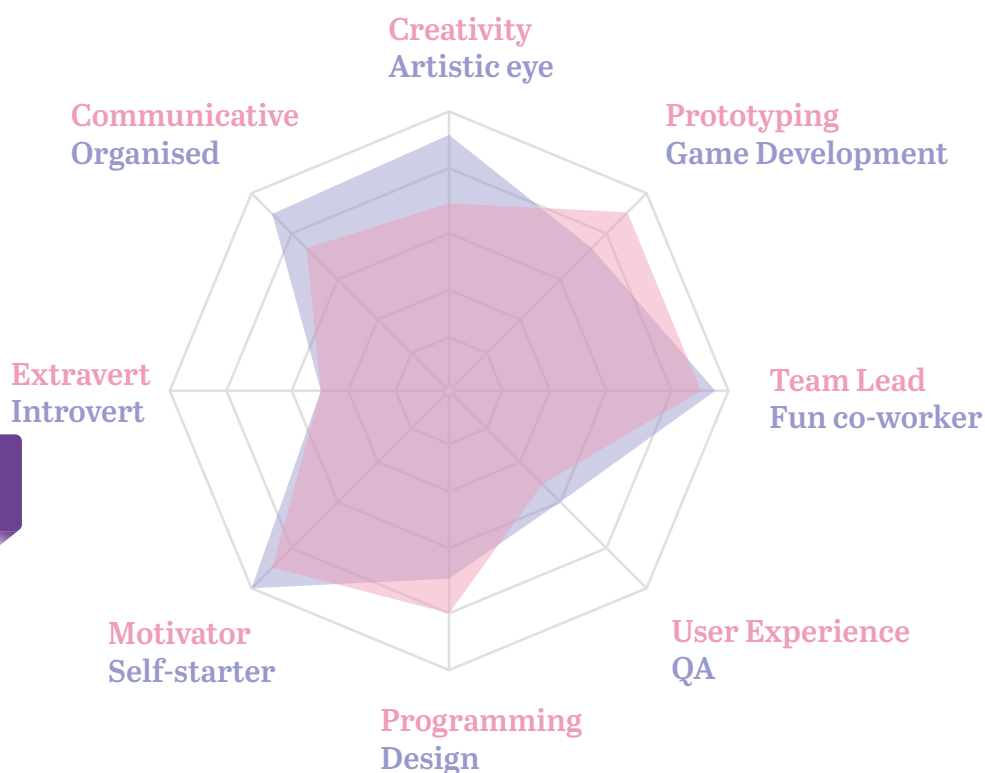
BA Art and Art History

University of Wales

1999 - 2007

Art, Design, History

Design School



ARCHIVEMENTS

6 art exhibitions in 4 countries

Winner of an international art competition in 2004

Never lose in Monopoly

My photographs were used in a local newspaper in Wales

HOBBIES

Art & Art History

Animals

Cinematography

Board Games

Education

History

Talking

Volunteering