NIKITA RAZDOBREEV

Gameplay Programmer

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github.com/yahuaru

yahuaru

SKILLS

Python	Intermediate
C++	Intermediate
C#	Middle
Unity	Middle
Unreal Engine	Middle
SQL	Lower-Middle
SVN	Intermediate
Git	Intermediate

EXPERIENCE

Apr 2019 – Jan 2022   **Gameplay Programmer**   **Wargaming Saint-Petersburg**

Was responsible for support and development of "World of Warships: Legends"

- Implemented new core and meta gameplay features
  for online game with large user base

- Supported, fixed and refactored legacy code

- Developed new features for Server Core with decentralized architecture

- Integrated Server logic with RESTful Web Services

- Optimized code for better performance on 8th generation of consoles

- Worked closely with 8th and 9th generation of consoles

- Developed editor toolset for gamedesigners

- Collaboration with a global team

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Python / Cython / C++ / SQL / Docker / GIT / SVN
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Jan 2018 – Mar 2019   **Gameplay Programmer**   **The Psycho®**

Was responsible for gameplay programming and deployment of VR games

- Developed local multiplayer games for full body VR devices

- Implemented core gameplay features such as multiplayer shooting and AI for enemies

- Optimized code and content for best performance on VR devices

- Created workflow pipelines for content creators and VR tracking developers

- Levels and scenarios scripting

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C++ / Unreal Engine 4 / Blueprint / GIT / SVN
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| Oct 2016 – Nov 2017 | **Junior Gameplay Programmer** | **OctoBox interactive** |

Was responsible for gameplay prototyping for unreleased Unity card game:

- Core gameplay and network programming for unreleased multiplayer card game on Unity
- Automation testing and TDD

`C# / Unity / Python / GIT`

| Feb 2016 – Jul 2016 | **Junior Gameplay Programmer** | **Lazy Bear Games** |

Support for released Unity games

- QA and bug fixing for legacy projects on Unity
- Data analysis of player behavior for gameplay balancing

`C# / Unity / Python`

| Jan 2015 – Nov 2015 | **Junior Gameplay Programmer** | **Islania** |

Gameplay and UI prototyping for unreleased MMO
`C++ / Unreal Engine 4 / Blueprint`

EDUCATION

2012-2016   **Bachelor's degree in Applied Mathematics & Computer Science**
Saint Petersburg Electrotechnical University "LETI"

LANGUAGES

English - Upper intermediate (B2)
Russian - native