

# NIKITA RAZDOBREEV

Gameplay Programmer

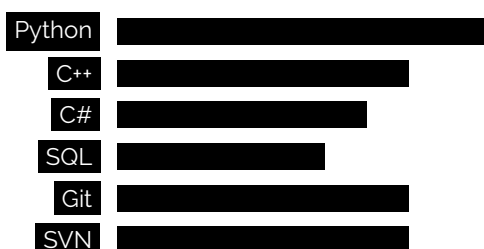
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Extra:

Twitter: yahuaru

Discord: yahuaru

## SKILLS



## 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
- Developed editor toolset for gamedesigners
- Collaboration with a global team

Python / Cython / C++ / SQL / Docker / GIT / SVN

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

C++ / Unreal Engine 4 / Blueprint / GIT / SVN

Oct 2016 – Nov 2017	<b>Junior Gameplay Programmer</b>	<b>OctoBox interactive</b>
	<p>Was responsible for gameplay prototyping for unreleased Unity card game:</p> <ul style="list-style-type: none"> <li>• Core gameplay and network programming for unreleased multiplayer card game on Unity</li> <li>• Automation testing and TDD</li> </ul> <p>C# / Unity / Python / GIT</p>	
Feb 2016 – Jul 2016	<b>Junior Gameplay Programmer</b>	<b>Lazy Bear Games</b>
	<p>Support for released Unity games</p> <ul style="list-style-type: none"> <li>• QA and bug fixing for legacy projects on Unity</li> <li>• Data analysis of player behavior for gameplay balancing</li> </ul> <p>C# / Unity / Python</p>	
Jan 2015 – Nov 2015	<b>Junior Gameplay Programmer</b>	<b>Islania</b>
	<p>Gameplay and UI prototyping for unreleased MMO</p> <p>C++ / Unreal Engine 4 / Blueprint</p>	

## EDUCATION

2012-2016	<b>Bachelor's degree in Applied Mathematics &amp; Computer Science</b> Saint Petersburg Electrotechnical University "LETI"
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## LANGUAGES

**English** - Upper intermediate (B2)  
**Russian** - native