

NIKITA RAZDOBREEV

Gameplay Programmer



📍	Saint-Petersburg, Russia
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SKILLS

Languages:

Python	Expert
C++	Intermediate
C#	Intermediate
SQL	Intermediate

Engines:

Unreal Engine	Intermediate
Unity	Beginner

VCS:

SVN	Expert
Git	Expert

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 memory, network and cpu workload 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

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 <ul style="list-style-type: none"> • Developed local multiplayer games for full body VR devices • Implemented core gameplay features such as multiplayer shooting and AI for enemies • Optimized cpu workload 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	Junior Gameplay Programmer	OctoBox interactive
	Was responsible for gameplay prototyping for unreleased Unity card game: <ul style="list-style-type: none"> • 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 <ul style="list-style-type: none"> • 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"
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LANGUAGES

English - Upper intermediate (B2)
Russian - native