









# NIKITA RAZDOBREEV

Gameplay Programmer

	Saint-Petersburg, Russia
	+7 (911) 844-73-54
	nikitarazdobreev94@gmail.com
	nikita.razdobreev@protonmail.com
	nikita.razdobreev@protonmail.com
	<a href="https://www.linkedin.com/in/razdobreev-nikita-0785b956">https://www.linkedin.com/in/razdobreev-nikita-0785b956</a>
	<a href="https://github.com/yahuaru">github.com/yahuaru</a>
	yahuaru

## 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	<b>Gameplay Programmer</b>	<b>The Psycho®</b>
Was responsible for gameplay programming and deployment of VR games		
<ul style="list-style-type: none"> <li>• Developed local multiplayer games for full body VR devices</li> <li>• Implemented core gameplay features such as multiplayer shooting and AI for enemies</li> <li>• Optimized cpu workload and content for best performance on VR devices</li> <li>• Created workflow pipelines for content creators and VR tracking developers</li> <li>• Levels and scenarios scripting</li> </ul>		
C++ / Unreal Engine 4 / Blueprint / GIT / SVN		
Oct 2016 – Nov 2017	<b>Junior Gameplay Programmer</b>	<b>OctoBox interactive</b>
Was responsible for gameplay prototyping for unreleased Unity card game:		
<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>		
C# / Unity / Python / GIT		
Feb 2016 – Jul 2016	<b>Junior Gameplay Programmer</b>	<b>Lazy Bear Games</b>
Support for released Unity games		
<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>		
C# / Unity / Python		
Jan 2015 – Nov 2015	<b>Junior Gameplay Programmer</b>	<b>Islania</b>
Gameplay and UI prototyping for unreleased MMO		
C++ / Unreal Engine 4 / Blueprint		

## 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