

# NIKITA RAZOBREEV

## Middle Gameplay Programmer



Saint-Petersburg, Russia

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github.com/yahuaru

## SKILLS

Technology	Popularity (Relative)
Python	100%
C++	~75%
C#	~65%
SQL	~55%
Git	~75%
SVN	~75%

## EXPERIENCE

Apr 2019 – present

## Middle 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 and fixed 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

Python / Cython / C++ / SQL / 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

C++ / Unreal Engine 4 / GIT / SVN

Oct 2016 – Nov 2017

## Junior Gameplay Programmer

### OctoBox interactive

Was responsible for gameplay prototyping for unreleased Unity games

- Core gameplay and network programming for unreleased multiplayer card game
- Gameplay programming for unreleased train tycoon game
- Core gameplay and graphics programming for "Gripper" game

C# / Unity / Python / GIT

Feb 2016 – Jul 2016	<b>Junior Gameplay Programmer</b>	Lazy Bear Games
	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>	Islania
	Gameplay and UI prototyping for unreleased MMO C++ / Unreal Engine 4	

## 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  
**Russian** - native