









NIKITA RAZDOBREEV

Gameplay Programmer

	Saint-Petersburg, Russia
	+7 (911) 844-73-54
	nikitarazdobreev94@gmail.com
	nikita.razdobreev@protonmail.com
	nikita.razdobreev@protonmail.com
	https://www.linkedin.com/in/razdobreev-nikita-0785b956
	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 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

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

EDUCATION

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

LANGUAGES

English - Upper intermediate (B2)
Russian - native