
Professional Summary

Game Programmer with 2+ years of experience in mobile and PC development and a specialized education. Played a key role in the development and release of 2 hyper-casual mobile games and 25+ prototypes, including **hits with over 10 million** downloads. **Developed a proprietary game engine** in C++/OpenGL as part of my specialized training

Work Experience (2 years 2 months)

❖ System Developer - Unity2D

Seele Games | June 2023 – Dec 2023 (7 months) - part-time

- Designed and optimized a modular narrative generation system. **Accelerated content generation by 5 times by using multithreading.**
- Created tools for Unity** that allowed narrative designers to flexibly and quickly set up generation and integrate the generated content into gameplay.

❖ Game Developer - Unity3D

Verarium | Dec 2021 – June 2023 (1 year 7 months) - full-time

- Key developer on a team that developed 25+ mobile game prototypes and 2 finished games.** Author of the concept and lead developer for the hit Human Ragdoll Shooter (**10M+ downloads**).
- Increased 3-day retention to 14%** by designing and implementing gameplay mechanics (interactive traps, themed events).
- Developed custom tools for marketing, which accelerated content production by 2 times** and allowed for the creation of a series of successful ad creatives that lowered CPI from \$0.64 to \$0.28.

Personal Project Experience

KoboldLabs Engine - **C++ OpenGL Game Engine** | [GitHub](#)

Developer | Team size: 2. | Nov 2024 - May 2025

Developed a proprietary Game Engine in C++ and OpenGL

- Graphics Pipeline:** PBR, post-processing, stylized rendering.
- Physics:** Custom collision system and soft-body simulation.
- AI:** GOAP (Goal-Oriented Action Planning) architecture with A* pathfinding.
- Tools:** Scene and parameter editor with Dear ImGui.

BALLS - **Unity Architecture Showcase** | [GitHub](#)

Developer | Team size: 1. | July 2025 - Present

Architected a scalable 2D incremental game **to demonstrate professional software design patterns.**

- Architecture:** Implemented a decoupled design using a **Service Layer**, **Dependency Injection (Reflex)**, a **Game State Machine (FSM)**, and a **Model-View-Presenter (MVP)** pattern.
- Data-Driven Design:** Utilized ScriptableObjects for all game configuration, creating a flexible, designer-friendly workflow.
- Visuals:** Created custom **HLSL shaders** for unique visual effects, including a metaball-style merge effect and GPU-instanced particle systems.

Technical Skills

Programming Languages: C#, C++, Python, HLSL, Lua

Game Engines: Unity (2D/3D), Unreal Engine, Custom C++/OpenGL engine

Frameworks/Patterns: Entity Component System (ECS), Dependency Injection (Reflex), FSM, MVP

Tools & APIs: Git, OpenGL, FMOD, PhysX, Dear ImGui, UniTask

Education

Fanshawe College Sep 2024 – Apr 2025

Postgraduate Degree, Game Development - Advanced Programming

Saint Petersburg University of Technology and Design Sep 2019 – June 2023

Bachelor's Degree, Applied Computer Science in Design