



Nikita Dmitriev

Game Developer

CONTACT

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Tbilisi, Georgia

SKILLS

Unity C# ECS DOTs

UniTask Zenject DOTween

OOP SOLID MVX

Unreal Engine C++ C

Godot GDScript Python

Git Jira Confluence Miro Figma

LANGUAGES

English (Advanced)

Russian (Native)

Japanese (Intermediate)

EDUCATION

CS50x

Cambridge University, 2024

Automation and Computer Management, University Degree

Ivanovo State Power University, 2009 – 2014

English in Professional Communications, Second Major

Ivanovo State Power University, 2011 – 2014

CERTIFICATIONS

Unreal Engine Development

GameDev.tv

Algorithms and Data Structures

Udemy

RPG Core Combat Creator

Gamedev.tv

Unity Tech Art: Realistic Lighting For Game Development

Gamedev.tv

Adobe Photoshop CC – Essentials

Udemy

C# Unity 2D/3D Development

Gamedev.tv

Python Development

Bioinformatics Institute

PROFILE

Experienced game developer with an eye for game feel and design, dedicated to delivering immersive and high-quality games.

Deeply cherish a healthy workplace environment and relationships, always looking for a growth as a team.

EXPERIENCE

Unity Developer at Skyeng

Feb 2021 - Present (3.5 years)

- Led the development of core gameplay features for "AI Galaxy", an educational "dollhouse" sandbox for kids, resulting in a 25% D1R increase, above-median playtime, and steady growth in the player base.
- Demonstrated strong proficiency with Unity engine and its extensions.
- Implemented diverse gameplay elements including logic, physics, 2D/3D animation (keyframe animation, Spine, rigged, and procedural animation), user interface, VFX (particles, shaders, URP), localization, asset integration, analytics, and performance optimization.
- Designed and built custom Unity Editor tools, including a node-based Dialogue Graph system.
- Developed a mini-game constructor for the EdCrunch conference panel, showcasing gamification techniques in education.
- Conducted rapid prototyping for hypothesis testing.
- Applied OOP principles and architectural patterns to game development.
- Possess extensive knowledge of game design principles and a deep gaming background spanning classic 90s titles to modern releases.

Product Manager at Wartsila

Sep 2017 - Feb 2021 (3.5 years)

- Created comprehensive product design documentation.
- Provided product supervision throughout the development cycle.
- Investigated service issues and provided on-site customer support in Europe and Asia.
- Developed training materials and conducted internal and online training for service teams ranging from 10 to 30 members.
- Demonstrated expertise in ECDIS features, including pioneering the integration of marine navigation into cloud-based platforms.

QA Engineer at Transas

April 2015 - Sep 2017 (2.5 years)

- Conducted QA for marine navigation and electronic charts software.
- Performed manual desktop and web testing.
- Created QA documentation in form of test plans and checklists.
- Managed pre-release sea trials for products in development.
- Handled software deployment directly on customers' ships.
- Managed hardware components as part of the role.