

Nikita Dmitriev - Unity Developer

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Open to: on-site, remote and hybrid positions. Ready to relocate.

Experience

Unity Developer, Skyeng Game Studio, Remote

March 2021 - January 2025

Developed [AL Galaxy](#) game, released on AppStore and Google Play. Galaxy is an educational sandbox for kids, where players can interact with characters and the environment, while reinforcing the skills learned on the Skysmart platform. Learn more about the game: www.nikkunogemu.com/posts/projects/algaxyfinal/.

- Programmed all of the game's sandbox systems using ECS framework: character and environment interactions, customization, inventory, save system, UI - 100+ modular systems in total, all confined in scalable and reliable architecture.
- Built 10+ educational mini-games for daily events.
- Implemented a daily event reward system and defined all the completion rewards (120+ unique rewards).
- Developed an in-game shop, an item storage system and a coloring book mechanic, boosting player engagement and leading to 15+ minutes median session length.
- Configured character, environment and UI animations using Spine, DOTween, keyframe animation and Unity Timeline.
- Created and modified shaders using ShaderGraph, ShaderLab and HLSL.
- Set up Addressables system and asset bundle cloud delivery.
- Implemented analytics tracking for player interactions, enabling data-driven design decisions.
- Integrated Zenject Dependency Injection into the project, enhancing code modularity and scalability.
- Designed and built custom Unity Editor tools (node-based Dialogue Graph system).
- Optimized the game to run well on low-end devices, significantly reducing build size without quality loss.
- Worked closely with the art and animation teams to refine asset pipelines.
- Contributed to mechanics and level design in game design sessions.
- Published AL Galaxy on AppStore and Google Play. Maintained high quality and polish of the release and subsequent content updates, achieving strong retention metrics: 25%-10%-5% (day 1-7-30).
- Supported AL Galaxy post-launch, improving student engagement and lowering the refund rate of Skysmart preschool products from 15% to 7%.

Tech: Unity, LeoECS, uGUI, MVP, Zenject, UniTask, DOTween, ShaderGraph, ShaderLab/HLSL, Spine, Addressables.

Developed Galaxy 3D, a predecessor to AL Galaxy. The project started as a proof of concept, later turned into the flagship game of the studio. Learn more about the game: www.nikkunogemu.com/posts/projects/algaxy/.

- Built the initial vertical slice of the game and scaled it into a full-fledged release.
- Collaborated with and supervised third-party studios to create 3D assets and animations for characters and environments.
- Implemented procedural animations (IK) and a skin customization system for rigged characters.
- Configured game assets, materials, shaders and baked lighting for the game, ensuring great performance on low-end devices.
- Released the game on AppStore and Google Play.
- Supported and extended Galaxy 3D for a year, adding new rooms, items, activities, mini-games, parental control features, localization, and more. Then moved on to develop AL Galaxy 2D.

Tech: Unity3D, uGUI, MVP, Zenject, UniTask, DOTween, ShaderGraph.

Other Skyeng projects I participated in:

- Developed and released 10+ educational WebGL games for Skysmart students to play as part of their homework. Built multiple prototypes while experimenting with different mechanics. Learn more about Skysmart homework games and experiments: www.nikkunogemu.com/posts/projects/skyengtrainers/.
- Created a mini-game constructor for the EdCrunch22 conference panel, showcasing gamification techniques in education. Learn more: www.nikkunogemu.com/posts/projects/edcrunch22/.
- Built 4 mini-games for the New Year gaming advent calendar to help the project meet the release deadline. Learn more: www.nikkunogemu.com/posts/projects/nvadvent/.
- Implemented game UI for Monster Quiz project. In this game players participated in quizzes, gained points and took care of their pet monster.

Tech: Unity3D, uGUI, WebGL, DOTween, ShaderGraph.

Product Manager, Wärtsilä, Saint-Petersburg

September 2017 - February 2021

Coordinated the development of the [Navi-Planner 4000](#) software. Navi-Planner 4000 is one of the most powerful electronic nautical charts management systems, complete with applications and services intended for voyage planning.

- Defined product requirements, wrote design documentation for new features and supervised the product throughout the development cycle.
- Investigated service issues and conducted on-board customer support in Europe and Asia.
- Authored training materials and hosted local and online training sessions for service teams of 10 to 30 people.

QA Engineer, Transas/Wärtsilä, Saint-Petersburg

April 2015 - September 2017

Performed quality assurance of the [Navi-Sailor](#) and [Navi-Planner](#) ECDIS software. ECDIS is an electronic navigation information system used as an alternative to paper nautical charts.

- Performed desktop and web quality assurance.
- Created testing documentation, including test plans and checklists.
- Managed pre-release sea trials, conducted customer support and on-board software deployment.

Skills

Unity, C#, ECS (LeoECS, ArchECS), Zenject, Shader Development (ShaderGraph, ShaderLab, CG, HLSL), UniTask, DOTween, Spine, WebGL, uGUI, Unreal Engine (C++), Godot (GDScript), Git, Jira, Confluence, Figma, Miro.

Education

Cambridge University (CS50x), Computer Science

May 2024 - July 2024

Ivanovo State Power University (ISPU), Master of Automated Computer Management

September 2009 - June 2014

Ivanovo State Power University (ISPU), English, Second Major

September 2011 - June 2014

Courses and Certifications

Shader Development with CG, Penny de Byl

February 2025

Unreal Engine 5 C++ Development, GameDev.tv

June 2024

Algorithms and Data Structures, Ilya Fofanov

April 2022

Unity Tech Art: Realistic Lighting for Game Development, Wilmer Lin

July 2020