Nikita **Kurylev**

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I am a third-year undergraduate IT student at ITMO University with 5+ years of experience in Unity. I am good at 3D math and linear algebra and have a good understanding of how game engines work under the hood. I write clean, maintainable code and use design patterns. Over the years, I've developed several projects for different platforms, including desktop, mobile and VR.

WORK EXPERIENCE

AUGUST 2022 - PRESENT
FREELANCE UNITY DEVELOPER

Did several small commercial projects, mostly 2D mobile games.

APRIL 2022 - AUGUST 2022
FULL-STACK UNITY DEVELOPER, 10K RIDERS PUBLISHING

Worked with the publisher. Built a mobile game from the ground up in accordance with a design document. Received constant feedback from the publisher and acted on it. Did code, textures and animations all by myself. Optimized the game to work on low-end mobile devices.

JANUARY 2022 - APRIL 2022
PROGRAMMING INTERN, SYNOPSYS

Optimized C code. Developed physical models in MATLAB. Researched DSP algorithms

EDUCATION

EXPECTED GRADUATION DATE 2024
BACHELOR'S DEGREE IN SOFTWARE ENGINEERING, ITMO UNIVERSITY

Architecture of Information Systems, Database Design, Web Programming, Object-Oriented Programming, Linear Algebra, Discrete mathematics, Probability theory, Data Structures and Algorithms, Computer Geometry and Graphics.

SKILLS

- Strong general programming skills
- Excellent understanding of OOP
- SOLID, GRASP and Design Patterns
- C#, C/C++, Java, Python, Bash, Lua
- Git, GitHub Flow, Jira
- Databases, SQL
- REST, HTTP, JSON
- Agile, Scrum, Kanban
- Blender, Photoshop

- Experienced full-stack Unity Developer
- Experienced in mobile game development
- Experienced in VR development
- Adaptive UI
- Optimization, profiling
- Unity XR Interaction Toolkit
- Shader Graph

PROJECTS

"Blood and Bones" (2021) – a multiplayer VR game made in 72 hours for #VR21 hackathon

"A Sky Full of Isotopes" (2022) – a VR visualization of isotopes and their decay chains as a starry sky

"You are not the hero…" (2020), "TORNI" (2021), "Dice Of Doom" (2022) – games made in 48 hours for the yearly GMTK Game Jam

You can also find various university projects on my [GitHub page](). Those include client-server applications, physics models, data structures and algorithms implementations, programs that solve linear algebra problems, personal webpage.

I would be glad to tell you more about my projects, as most of them are sadly not publicly available.