DMITRIY ROMANOV

Scrupulous Game Developer

I've been playing strategy and management games since the last millennium and coding for over a decade, and in both games and code I love to uncover and implement elaborate order of individual elements which together create believable universes.

PROFESSIONAL EXPERIENCE

Professional development
Self-employed

12/2023 - Present
Belgrade, RS

Working within a group of talented individuals to improve my skills and create an engaging small-scale multiplayer game. During this time I have been expanding my experience via:
- Implementing multiplayer functionality using *UGS* (Netcode for GameObjects, Relay, Lobby)
- Diving into Unity 3D *SRPs* and *Render Features*, combined with *Shader Graph* to create a number of stylistic effects and gameplay features
- Writing a *Blender* extension using Python to generate 3D shapes and bake normal maps
- Staying on top of the industry tools and best practices to always be ready to meet modern problems with modern solutions

Unity   C#   Multiplayer   NGO   URP   Shaders   Blender   Python

Middle Unity C# Developer
tinyBuild GAMES

03/2022 - 12/2023
Belgrade, RS

tinyBuild GAMES is an international game developer and publisher which has acquired Hungry Couch Games and later relocated it to Serbia. Continuing the work on Black Skylands and after its release - a number of new projects, I have:
- *Optimized* an open world title to be released across two generations of consoles as well as Nintendo Switch. Including optimizations of the project code and resources, Unity Engine features and third party assets' code bases
- *Debugged* using console development kits (Nintendo Switch)
- Worked together with external porting team to ensure successful release on consoles
- Worked with development, design and QA teams according to *Scrum* pipeline
- *Architected and prototyped* new co-op and multiplayer projects
- Laid the foundations of a rogue-like project, featuring procedurally generated worlds and player-generated content

Unity   C#   Git   Optimization   Consoles   Prototyping   Multiplayer   Shaders
Databases (BG Database)   Zenject   Async   Tools Development   Scrum   Agile

Unity C# Developer
Hungry Couch Games

05/2019 - 12/2023
Moscow, RU

Hungry Couch at the time was a newly created studio, tasked with an ambitious goal - to develop an open world adventure shooter based on a demo project created with another engine. During the first years of the work on Black Skylands I have:
- Built an *open-world* project architecture from scratch
- Developed the underlying structure of interdependent player character actions
- Built enemies AI with *Behavior Designer* (Behavior Trees)
- Developed a custom local avoidance solution
- Built the system of *procedurally generated* random encounters
- Developed the rendering and navigation of the *map UI*, featuring baked locations, dynamic markers and multi-level fog of war
- Created regular and compute HLSL shaders as well as *Shader Graph* assets
- Developed a comprehensive *save system* allowing non interrupting *asynchronous* saving and loading within an open world environment
- Worked with *in-memory database* supporting game's RPG elements (BG Database)
- Onboarded new developers and designers on the project
- Worked closely with designers and QA team

Unity   C#   Git   AI (Behavior Trees)   Open World   Procedural Generation   UI
FMOD   Async   Shaders   Databases (BG Database)   Teamwork

CONTACTS

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LANGUAGES

Language	Level	
Russian	Native	●●●●●
English	Proficient	●●●●○
French	Intermediate	●●●○○
Serbian	Beginner	●●○○○

EDUCATION

Bachelor of Law

Higher School of Economics

09/2011 - 06/2015   Moscow, Russia

COURSES

- **C# Programming for Unity Game Development Specialization**
- **Data Structures and Design Patterns for Game Developers**

INTERESTS

- Video Games
- Programming
- Biking