Curriculum Vitae

Dmitrii Nikitenko, Unity3D Developer

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TECHNICAL SUMMARY

- A Specialist degree (Bachelor + 1 class) in Applied Math (Mechanics and Mathematics Dept.)
- 6 years of Unity3D game developing and optimization including the mobile platform (Android)
- 6 years of C# .NET Framework 2.0-4.5 experience
- Free-to-play mobile games developing experience
- Worked on Awesomium and Coherent UI GUI solutions integration
- Strong OOP Skills including common design patterns
- Experience with multithreading and async/await in C#
- Software engineering best practices
- Create and maintain technical documentation
- Experience with Agile methodologies: Unit testing, Continuous Integration, TDD
- Networking and client-server projects development, uLink and Photon Server/PUN/Chat experience
- Microsoft SQL as MMO server backend using CLR and more.
- Excellent knowledge of UNIX and GNU/Linux operating systems, I know a little ANSI C
- Experience with Windows, Android, Webplayer platforms
- SVN, Plastic SCM, GIT versioning systems experience

I AM DESIRE

- To be a team player and communicator who enjoys creative freedom and independence
- To be part of a true self-managing Agile team where the team drives the direction
- To learn and develop my technical skills

Full resume with working examples, video, screen shots and other proofs located on:
http://cv.mehanos.ru

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CONTACTS

Linkedin https://ru.linkedin.com/in/kembl
CV http://cv.mehanos.ru pictures and proofs are included
Skype kembl07
kembl07@gmail.com

My Unity3D skills are rated from 1-5 (briefly)

1: Heard of it but never used it
2: Used it a little
3: Pretty familiar with it
4: Used this a lot and comfortable with it
5: Almost everyday practice

5	General Unity knowledge
5	Asset bundles
5	MonoBehaviour
5	Coroutines
5	Camera
5	Modern GUI
5	NavMesh and NavAgents
5	Networking on client
5	Networking on server (it includes SQL DB backend and t-SQL)
5	WheelCollider
5	Occlusion Culling / LODGroup / Batching
5	Game play 3D
5	Game play 2D (see examples section)
5	Tools/ Editor scripting
5	Mecanim and Animation
4	Lighting/Light-mapping
4	Audio
3	Shuriken
2	Shaders writing
1	Blend Shapes

5	Building and deploying to PC / Web Palyer / Android (have developer's license) / Mac
2	Building and deploying to iOS (have no developer's license)

5	C#
5	MVC/Design patterns
5	Delegates and Events
5	Inheritance
5	Interfaces

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Curriculum Vitae

5 Visual Studio
5 Debugging (VS / Android Dalvik Debug Monitor Service (DDMS) / Mono debugger)
5 Unity3D / C# Optimization
4 Multi-threading

5 uLink server, Photon Cloud/Server/Chat networking
5 Coherent UI, Awesomium
5 Teamspeak3 lib integration experience (including 3D sound)

5 CarX / Vehicles
5 FinalIK
5 ShooterAI
4 OpenIAB In-app Billing
4 Playmaker

5 Creating tasks for yourself
5 Guide people
5 Agile development (Scrum, Kanban, backlogs, etc), know Podio
5 Continuous Integration
5 Plastic SCM, SVN
5 Git + Plastic SCM
3 Git shell

PROFESSIONAL EXPERIENCE IN SHORT WORDS

Weapon system dozen different types of weapon such as: Machinegun, TankBarrel, MissileLauncher, Laser. Be sure - I know how to produce all kind of charges for listed weapon and aiming algorithms.

System of enemies I worked with behavior of various types of enemies: with a physical damage, middle damage from automatic weapon, robot units, vehicles/tank units, plane units.

Game map - seamless maps, load objects according to the player position, export maps to SQL databases, etc.

Physics - vehicle physics modelling, ASR, ABS, ESP, Suspension, Nitro, Pacejka, etc.

Character - character view customizing, this includes paint engine. Animation and Mecanim blends. Different types of the character camera.

Server – I created full functional multiplayer server solution based on a top of Photon Server framework. It work with MS SQL DB for storing server state and has thread-safe database and data caching. Also I made solutions based on uLink servers system.

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Networking - I know how Unity networking works, but prefer to use uLink or Photon Server. I had a deal with a network data transmission optimization and position prediction.

SQL – a lot of experience in saving game state data to Microsoft SQL such as RPG, Quest and Map data. ODBC, caching queries, UDF, SP, CLR example you can see in next CV section.

Audio – I know how to manage audio in games in an optimal way, especially on mobile devices.

Bonus system – I created full bonus system where objects drops to the ground according to some game events.

FX Effects – My EffectManager is able to play range of different particle effects by Enum id (that includes Shuriken but not only)

Object OOD/OOP system – my world objects items and its classes and are written according to necessary design patterns and best practices. They can be reused.

GUI system – classic and modern Unity GUI, have self GUI with WFP style GUI elements declaration and using. Also I worked on integration of the Awesomium and then Coherent UI systems.

Resources management - game optimization bases on code optimization and RAM management.

I decide to stop on that point and match more knowledge do not fits to this short version of resume! See Contacts section for more info with pictures and video examples!
Feel free to ask for full resume with more detailed description of my recent projects responsibilities! :)

Sources and work game examples for review

In order not to overload this document I organized these materials into distinct file:
Nikitenko_Dmitrii_examples_and_code.doc it could be sent by request (if not yet)

This file is divided into two parts – quick links to try live game examples, watch video and screenshots and section with more profound skills overview for several my recent work examples. Feel free to ask this file if I not attached it, probably this information will be interested only for developers.
For brief overview follow these links to watch video and screenshots from my recent games

- Android mobile game http://cv.mehanos.ru/rb
- PC multiplayer client-server game http://cv.mehanos.ru/mehanos
- 2D gameplay http://cv.mehanos.ru/JumpingBall

Curriculum Vitae

Favorite games

Ingress, Freelancer, Quake, StarCraft, Half-Life, Fallout, Crimsonland, Homeworld, Battlefield, TrackMania and almost any space sim or tower defense casual titles :)

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