Rimuru Tempest

Unity Developer

I have been developing games on Unity for more than two years.
My projects have been released on Google Play, Yandex Games and Itch.io.
I have experience in team development. I understand all stages of game development. I have experience in training junior developers.

Employment: Full employment.

Schedule: Full time work, Distant work.

Relocation: Desirable.

Business trip: Ready.

Contacts

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Expertise

- Unity • C#/.NET • LINQ • MVC
- SOLID • GoF • YAGNI • KISS • DRY
- Zenject (Extenject) • VContainer
- Git • CI/CD • Unit Testing • TDD
- Rider • Frame Debugger • Profiler • Logcat • dotMemoty
- UniTask • Addressable Asset Bundle • LeoECS • UniRX
- DoTween • UGUI • UI Toolkit • FMOD • Animator
- Yandex SDK • InApps • ASO • JSON • SQL

Languages

- Русский - NS
- Английский - A2

About me

Birthday
3/24/01

Birthplace
Samara

Experience

07.2022 - 09.2023
Abyss Moth Games

Unity Developer

- Designing the architecture.
- Writing Unity editor extension tools.
- Created mechanics with easy customization for the game designer.
- Trained team members: code styling, UI work, code writing.
- Fixed conflicts in GitHub, connected monetization, ASO optimization, asynchronous loading and resource conservation.

05.2020 - 08.2022
Cactus Spice Studio

Unity Developer ● Part Time

- I wrote attributes, solved merge conflicts, and worked with branches.
- Adhered to the studio's code style, communicating by other people's code.
- Error correction, exception handling, code optimization.
- UI layout, Draw Call optimization, working with Frame Debugger, JSON fills, setting up InApps, test coverage and documentation.

06.2021 - 09.2022
Gellert Bar

Bartender ● Barback

- Helped with the opening of the bar. Participated in teamwork training.
- Setting up technical equipment for broadcasts and performances. Reporting, program setup, troubleshooting.
- Served guests, provided them with psychological support.
- Cooked stacks, tiger shrimp, craft burgers, other entrees.
- Took responsibility for bar, finances, compliance, reporting.

07.2019 - 07.2020
Yes Pizza

Sales Consultant ● Pizza Maker

- Troubleshooting aiko malfunctions. I've restored downed servers. Any problem with the tech fell to me.
- Cooked pizza, taught pizza making to kids at special events.
- Worked behind the cash register. Actively studied and successfully practiced various ways to increase profits through communication with customers.
- Increased point sales by over 15%, won sales contests. Maintained team spirit.

Internship

03.2017 - 09.2018

D. I. Kozlov Samara Technical School of Aviation and Industrial Engineering

Programmer's Assistant

- Automation of reporting, assistance in writing programs for thesis.
- Working with Microsoft Office. Writing scripts.

Education

2016 - 2020

Information systems

D.I. Kozlov Samara Technical School of Aviation and Industrial Engineering

- Creating prototypes and small games on Unreal Engine and C++ in a team.
- Software development.
- Working with databases, studying algorithms and data structures.
- Writing backend for warehouse accounting programs.
- Automation of routine work on forming schedules for students.

2023 - 2023

UNITY Mobile Game Architecture for Professionals

Knowledge Syndicate School

- Learned how to create a convenient and extensible architecture for games.
- Wrote my own DI container. Learned to work with IoC. - Mastered Zenject.
- Learned the principles of KISS, YAGNI. Got a lot of practice on GoF.
- Learned to work with Static Data, providers, InApps, adaptive UI.
- Reactive Programming, Addressables Asset System, InApps, CI/CD.

2022 - 2022

Design Patterns in C# and .NET

Dmitri Nesteruk

- Mastered SOLID design principles.
- Mastered GoF generative, structural, behavioral patterns.
- Learned antipatterns.

2022 - 2022

CLR via C#

CODE BLOG

- Studied CLR, IL, JIT, how it's prepared. What everything is inherited from, where and how it is stored, how it is deployed in the stack and heap. How to shoot yourself in the foot, packing, unpacking and much more. I saw what basic C# operations and constructs turn into in the CLR environment.
- Learned what various constructs, using, foreach, generics, action, for, and many others turn into under the hood using Rider's decompile.

2023 - 2023

Dependency Injection in Unity3D using Zenject

Udemy - Stepan Diadorov

- Learned the basic features of Zenject.
- Mastered working with factories, signals, MonoBehaviour methods in pure C#, bind dependencies to interfaces, resolving, injection in rantime, baking references, memo pools, sab containers and so on.

2022 - 2022

C# For Professionals

IJUNIOR School

- Learned the principles of GRASP.
- Mastered Clean Code, practiced refactoring old pet projects.
- Practiced TDD.
- Practiced Unit testing of game logic.

2022 - 2022

CI/CD on the example of Gitlab

Slurm

• Learned general CI/CD principles.
• Learned how to work with Gitlab.
• Learned how to work with Gitlab CI, integration with Kubernetes.

2021 - 2021

Git version control systems

Edston - Andrei Boryu

• Learned how to work with Git, creating repo, working with branches, merging, rebases, stashes, rollbacks, signatures, tags, issue, blame, merge attributes, fls, fixing history and more.

2021 - 2021

Profession Unity Game Developer

SkillBox

• Learned the entire Unity editor, learned project structures, settings, manifest.
• Learned and tried all the basic Unity packages available in the package manager.
• Mastered the game design base. Mastered the base of level design.