

# Yegor Zhumikov

## Unity/C# Developer

Unity Game Developer with 7 years of expertise in software development who made a career turn towards the gaming industry a year ago, has a higher education in the field of software engineering, actively participates in game jams and writes popular professional articles. Hardworking, collaborative, is open to a new creative and challenging role in the company, powered by a culture of innovation.

### WORK EXPERIENCE

**KamaGames**, Largest European social mobile poker operator, 250+ employees

**Unity Developer, Yerevan, Armenia, Remote** 2022 – Present

- Developed new features and supported #1 grossing game in 101 countries Pokerist
- Refactored legacy UI, rewrote 2 large menus from scratch
- Improved UX experience through changing business logic and bug fixing
- Partnered with a team of 10 (producer, game designer, team lead and others) to investigate errors

**Mossa Games (Gongulus)**, Hyper casual mobile games developer

**Unity Developer, St. Petersburg, Russia** 2022 – 2022

- Prototyped a [3D arcade idle game](#) allowing to successfully evaluate the game's Retention, CPI and other KPIs. Ensured clean and testable code
- Developed a test location consisting of several islands, a character and 5 mobs

**Infotecs**, Information security software developer, 3,000+ employees

**Full-Stack Programmer, St. Petersburg, Russia** 2018 – 2021

- Reviewed the code of a team of 7 developers (.Net, React, Angular, Python)
- Developed hr tool to automate recruitment process, used by 10+ internal recruiters
- Designed a database, synchronized data with 2 sources, developed an access API
- Initiated and launched a company-wide SSO (single sign on) system to unify and streamline employee authorization in 9 corporate portals
- Covered 90% of recruitment tool functionality with automated UI tests using F# and Selenium, reducing manual testing workload 3 times

### Freelance

**Chatbot Developer** 2016 – 2018

- Developed 10 Telegram and Facebook chatbots for top 2 electronics retailer Eldorado, retail stores and individual clients
- Created as an author an [RPG chatbot game](#) that reached 30k MAU
- Wrote personal account chatbot for the events platform LeaderID
- Delivered full-cycle development from writing code to CI/CD and long-term support

### PUBLIC ACTIVITIES

- Participated as the main developer of web and desktop Unity games in a team of 2 in 5 game jams "Ludum dare" (the oldest and most famous game jam organizer). My games regularly ranked in the top 5%-10% out of more than 2,500 games in each jam over the last year. [Link to developed games](#)
- Wrote [5 publications for Habr](#) (top IT media) about working with the Love2D game engine and its integration with native libraries
- Won a qualifying competition and became a freelance writer for DTF. Wrote [5 articles](#) on Unity development for DTF.
- Received 120k views of written articles

### CONTACT ME

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### SKILLS

Unity, C#, Python, ASP.NET Core, Love2D, UniRx, EF Core, Cinemachine, Extensject, Zenject ShaderGraph, Shaders, VFX Graph PostgreSQL, MongoDB Pony ORM, Rabbit MQ UI Development Software Architecture Design Telegram Bot API React, Angular, TypeScript F#, Selenium

### COURSES

Software Requirements & Modeling  
Web Application Development  
Service Oriented Architecture  
Functional Programming  
Software Project Management  
Software Testing  
Database Design

### EDUCATION

ITMO University, St. Petersburg, Russia,  
Bachelor of Software Engineering,  
2017 - 2021

- Organized a game jam for 300 participants
- Led 3 informational telegram channels for 1,500 students
- Defended the rights of students as the headman of the class, ran for the university student council

### LANGUAGES

- English - Advanced, C1
- Russian - Native, C2
- Ukrainian - Proficient, C2
- Swedish - Elementary, A2

### HOBBIES

Fond of the history and etymology of languages, wrote 100+ articles on these topics for my personal blog