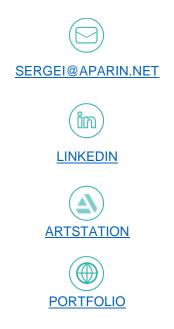
SERGEI APARIN



RESIDENCE

Latvia

LANGUAGES

Russian: Native Latvian: B2 English: B2 (writing, reading) / B1 (listening, speaking)

SKILLS

C#, .NET, Unreal Engine, Unity Engine, Level Design, Js, php, HTML\CSS, SQL

INTODUCTION

I am a **Senior Developer** with **8 years** of experience working with **Unity Engine** and **3 years** of experience with **Unreal Engine**. Throughout my career, I have successfully released **over ten projects** of varying complexity, ranging from simple arcade games to a **multiplayer** card game. You can explore my work in detail in my <u>portfolio</u>. Also, I have a passion for level design, and my creations can be viewed on my <u>ArtStation</u> profile.

EDUCATION

2013 - 2019 MASTER DEGREE - TRANSPORT AND TELECOMMUNICATIONS INSTITUTE

- Studied in the faculty of computer science.
- Term paper's topic is "navigation of intelligent agents in stochastic space".
- Master's thesis topic is "assessment of vehicle hull damage using computer vision".

2010 - 2013

BACHELOR DEGREE - BALTIC INTERNATIONAL ACADEMY

- Studied in the faculty of computer science.
- Bachelor's thesis topic is "creating a markup language and evaluating its effectiveness".

WORK EXPERIENCE

2019 - Present

Unreal Developer - Bidstack Ltd.

2013 - 1103011

I build games on Unreal Engine and Unity for internal needs like testing of company's advertising SDK and for marketing purposes.

Lead Developer - Overly SIA

I created games and apps for AR, VR, and interactive booths. Also, I supported the company's main product - Overlyapp.

2016 - Present

2016 - 2019

Game Designer - Brightdawn Entertainment

I manage the development, as well as fulfill the role of developer and designer in various projects.

