

---

# SERGEI APARIN

---



[SERGEI@APARIN.NET](mailto:SERGEI@APARIN.NET)



[LINKEDIN](#)



[ARTSTATION](#)



[PORTFOLIO](#)

---

## 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

---

---

## INTRODUCTION

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 [portfolio](#). Also, I have a passion for level design, and my creations can be viewed on my [ArtStation](#) 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.**

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

**2016 - 2019**  
**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**  
**Game Designer - Brightdawn Entertainment**

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