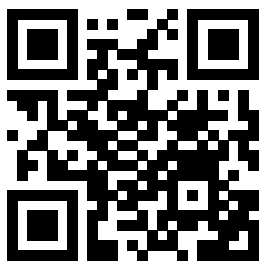
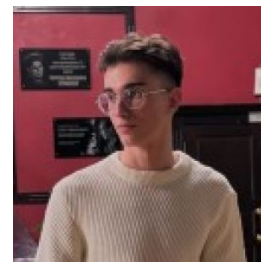


Danila Shalin — Unreal engine developer



⬆ Middle
📍 Russia
💰 1 800 \$ (дол/мес)
📅 Полная занятость
☁ Удаленная работа
✈ Релокация
✉ Контакт: geeklink.io/cv-123255



Навыки

AI, Blender, C#, C++, GAS, OOP, Rider, UMG, Unreal Engine, Visual Studio.

Опыт работы

• Amidiys Labs

October 2024 - present - Middle Unreal engine developer

- Develop and maintain a project from scratch, including architecture design.
- Creating game mechanics and interfaces in C++ and Blueprints.
- Performance optimization and bug fixes.
- Management of development processes within the department, coordination of work with other departments (designers, narrators, etc.).
- Control over the use of Git and branch management.

• Axyous Games

May 2024 - October 2024 - Middle unreal engine developer

- Implement game mechanics using arrays, tags, and basic gameplay classes.
- Interact with Blueprints and C++ to create flexible game logic.

• Saratov State Agrarian University

December 2023 - May 2024 - Developer of VR technologies

- Designed and implemented a VR interface (UMG) with controller-based interactions , including context-sensitive menus and dynamic haptic feedback (vibrations/tactile responses).
- Developed a dynamic event system (e.g., random obstacle generation, equipment failures) using Blueprint/C++ to simulate real-world scenarios
- Optimized NPC behavior via Behavior Trees and AI Navigation, enabling adaptive responses to dynamic environmental changes (e.g., adjusting patrol paths around dynamically spawned hazards).
- Maintained technical documentation for project architecture and best practices, supporting a team of 5+ developers through clear knowledge sharing and iterative updates.

Anuprion Games

March 2022 - December 2023 - Junior unreal engine developer

- Development of game mechanics in C++ and Blueprints.
- Working with AI (Behavior Tree, Tasks, AI Controller, Crowd).
- Integration of User Interfaces (UMG) and animations (Animation Blueprint, Retargeting).

Образование

- **Unreal engine developer**

Skillbox

January 2023 - September 2023

Simple course for knowledge improvement

Обо мне

My name is Danila Shalin, I am a Middle+ Unreal Engine

Developer with 3 years of experience. Since childhood, I was passionate about game development and turned my passion into a professional activity, specializing in creating high-quality code, designing architecture, and solving complex problems. In my professional practice, I've been involved in developing and supporting game projects from scratch using C++ and Blueprints, optimizing performance, and integrating complex game mechanics and interfaces. As a development team leader, I coordinated the team's work and interacted with other departments to achieve their goals. My experience covers areas such as AI development, VR, and UI creation. I suggest: Deep knowledge of Unreal Engine (4/5), C++ and modern development tools. Ability to work in a team, train junior developers, and distribute tasks correctly. The desire to develop professionally and solve non-standard tasks. I am ready to complete a test task and discuss the details of possible cooperation. I am considering relocation proposals, especially to Armenia. I will be happy to discuss how my skills can be useful for your project.

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