





Tuprikov Maxim


Game Developer

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RESUME (RU / EN) PDF


ABOUT

Engaged in the game development since 2008. Started as a hobby. Created various game prototypes for learning game engines and technologies. I have been professionally developing mobile games since 2015. Mostly expertise in casual games. Interesting in leading roles and team management.



WORK EXPERIENCE


Programmer, Supercomputer Simulation Laboratory of SUSU

Feb, 2014 - Jun, 2015  1 year 4 months

Data Mining and Virtualization Department

- Developed and supported of BIT bibliographic portal
- Worked with Python language and Django web-framework
- Developed modules: Newsletter module, pagination, live search
- Undergraduate project: the development of semi-automatic rubricator and rubrication of articles for the BIT portal


Programmer, Eva Studio

Sep, 2015 - March, 2016  7 months

Department of Mobile Development

- Development and support of mobile game projects on Unity
- Training new employees and interns
- Development of additional projects in my free time

Lead Developer, TapClap

March, 2016 - March, 2018  2 years

Experimental Department

- Development and management of mobile game projects on Unity
- Prototyping new experimental games
- Lead the game developing process

Lead Programmer (Team tech. lead), Stark Games

March, 2018 - Right now

Easy Team

- Development and support of Family Age project
- Developers and QA team management
- Setup and improvements of developing processess

</> SKILLS

Programming Languages

Lua Javascript C# Python Java

Frameworks and Tools

Defold Cocos2D PIXI.js Github Unity Phaser

EDUCATION

Computer Science, Bachelor of Science, SUSU

Sep, 2011 - Jul, 2015

GPA: 4.88/5

AWARDS

Global Game Jam 2014, SUSU

Awarded on: Jan 23, 2014

Best game by "Real Games".

Global Game Jam 2015, SUSU

Awarded on: Jan 23, 2015

Best game by "AppBit".

Ludum Dare 31, Ludum Dare

Awarded on: Dec 05, 2014

78 place by Overall rating

Ludum Dare 33, Ludum Dare

Awarded on: Aug 24, 2015

8 place by Audio rating, 142 place by Overall rating

Global Game Jam 2016, SUSU

Awarded on: Jan 31, 2016

Best game by "AppBit".

Ludum Dare 35, Ludum Dare

Awarded on: May 10, 2016

8 place by Audio rating, 85 place by Overall rating, 59 place by Graphics rating

Ludum Dare 36, Ludum Dare

Awarded on: October 13, 2016

Winner #GamesJamDefold, project on site



OTHER

Organizer, GlobalGameJam

Jan, 2015 - Jan, 2018

Organization Global Game Jam from 2015 to 2018 years at SUSU.

Participant, DevGAMM Moscow 2016

May, 2016 - November, 2018

Visit DevGAMM Conference from 2016 to 2018

Participant, White Nights Moscow 2016

October, 2016 - October, 2016

Got invite on White Nights Moscow 2016



INTERESTS

Game Development

Team Management

Learning new IT technologies

Music Composition