

# Alexander Nikitin

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## Experience

Tech Lead, Lead programmer, Senior Programmer, Systems Analyst

## Specialties

- 10+ years of Multi-platform Application Development using C/C++ and C#.NET;
- 15+ years of Computer Games Development;
- 5+ years of math-heavy programming: 3D graphics, Artificial Intelligence, Physics;
- 5+ years of Mobile/Console/Embedded programming;
- 4+ years of Scripts/Tools programming

## Programming Languages

C/C++ (expert level), C#.NET (good), Javascript (good), Python, Lua, Java, Bash/shell

## Platforms

Windows, Mac, Linux (Ubuntu), iOS (iPhone/iPad/iPod), Android, Xbox, PS3, Wii, PS Vita, Web, OnLive

## Other Tools/Tech

- IDEs: Visual Studio, MonoDevelop, Unity3D, WebStorm, Xcode, Eclipse
- Web: HTML5, Javascript, CSS, XML, JSON
- VCS: SVN, Git, Perforce

## Employment History

### Senior/Lead Programmer @ Sidhe, Wellington, NZ

#### May 2009 – Present

- AI/Gameplay programming for 'Hot Wheels: Battle Force 5' (action/racing game for Wii)
- Lead Programmer on 'Shatter' (award-winning arcade game for PC/Steam/PS3/OnLive)
- Lead Programmer on 'Space' (space combat simulator for PC/PS3/Xbox/PS Vita)
- Lead Programmer on 'Adidas Predator' (3D soccer game for Web)
- Lead Programmer on 'Flick Kick Aston Villa' (3D soccer game for iOS/Android)
- Lead Programmer on 'Flick Kick Tottenham Hotspur' (3D soccer game for iOS/Android)
- Implementing and maintaining various parts of the company's core tech

### Senior Programmer @ THQ Studio Australia, Brisbane, AU

#### May 2007 – Feb 2009

Worked in Tech Team on game engine and level/resource editor. Implemented:

- Maya-compatible key-frame animation library (run-time, compiler and editor side)
- Set of Maya-compatible tools: Graph Editor, Time Slider, Channel Editor
- Camera Animation Editor
- Compiler and game engine support for animated cameras
- Run-time framework for camera-based visual effects (camera modifiers)

- Key-framed properties for game-objects (set of mini-editors for different property types, compiler and runtime library)
- LiveUpdate system for the game engine (remote update of run-time data from the editor)
- Copy/paste support for properties hierarchies in the standard property editor
- 3D Scene bookmarks

### **Lead Programmer @ T3 Entertainment, Seoul, KR**

#### **Aug 2006 – May 2007**

Worked on prototype of a Massively Multiplayer Online Game:

- Was managing and tutoring a team of six entry-level programmers
- Organized the production pipeline
- Adapted third-party graphics engine for the needs of the project
- Did a significant part of programming for the game
- Implemented game editor / model viewer
- Did AI and game logic programming

### **Senior Programmer @ VirtualDigm, Seoul, KR**

#### **Nov 2003 – Aug 2006**

Worked on 3D API and 3D engine for Samsung's game-phones with hardware 3D acceleration (Samsung SPH-G1000 and other models):

- Worked with Samsung Electronics engineers on hardware design and feature set of the game phone
- Implemented 3D API (similar to Direct3D) for custom-designed 3D hardware working in a team of four programmers
- Designed and implemented automated test framework and a big set of unit and regression tests for the API and the engine
- Developed a number of 3D demos and tutorials for third-party developers
- Developed a number of tools for file import / export, conversion, etc

### **AI Programmer @ Axis Entertainment, Seoul, KR**

#### **Feb 2002 – Nov 2003**

Worked on PlayStation2 Projects: 'Axel Impact: Korean Edition' and 'DT Racer'. Implemented:

- All AI and AI-related code for PS2 car racing simulator
- Level-editor and race-track optimizer/compiler
- Data export/conversion tools

### **Project Manager @ NeilSoft, Seoul, KR**

#### **Oct 2000 – Nov 2001**

Worked on a 3D FPS Game for PC. Did system and game design, preparation of project docs, managing of Russian-Korean team of developers, AI programming.

### **Systems Analyst @ NetBridge, Moscow, RU**

#### **Feb 2000 – Sep 2000**

Working on internet portal system architecture design, preparing documentation for outsource developers, interacting with the outsource developers on technical issues.

### **Technical Director @ WebTech, Moscow, RU**

#### **Nov 1999 – Feb 2000**

Managed the development of the company's internet-portal projects.

### **Project Manager @ TS Group, Moscow, RU**

**Dec 1998 – Nov 1999**

Worked on 'Private Wars' game project (Real-time 3D multi-player tactical combat simulator for PC):

- Project management, system and game design, preparation of docs for investors and publishers
- AI and Tools Programming

### **Chief of Games and Multimedia Products Department @ 1C, Moscow, RU**

**Feb 1997 – Dec 1998**

- Projects: 'Konung' (PC RPG), dozens of published external projects
- Started a new department, publishing, marketing analysis, financial planning and personnel management, outsource projects management, inner projects management, PR and work on exhibitions
- Project management, system and game design, tools programming

### **Chief of Software Development Department @ New Media Generation (NMG), Moscow, RU**

**Feb 1996 – Feb 1997**

- Projects: 'The Ghost of The Ancient Park' (PC Adventure Game), several small edutainment products for kids
- Gathered a team of developers, started new department, marketing analysis, financial management, personnel management, inner projects management
- Project management, game design, tools programming

### **Chief Assistant of IT Department @ Alta Bank, Moscow, RU**

**Jun 1994 – Jan 1996**

Worked on routine technical issues, hardware purchasing, personnel management, developed a telebanking system for corporate clients.

### **Game Developer/Programmer @ Mir-Dialogue, Moscow, RU**

**Oct 1992 – May 1994**

- Projects: Russian 6 Pak (Arcade Games); Sea Legends (Quest, Action)
- If you have managed to read through everything down to this line I will buy you (a beer;)
- Programming, game design

### **Programmer @ Moldova Ministry of Energy, Beltsy, MD**

**Mar 1992 – Sep 1992**

Developed a system for gathering and processing of telemetric data from remote systems, developing accounting programs.

### **Education**

Moscow State University, Department of Computational Mathematics and Cybernetics (2.5 years, not graduated)