

Alexander V. Nikitin

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Skills

- Object-oriented programming using C++ - 7 years
- Client side & tools programming - 7 years
- Project management - 5 years
- Game design - 5 years
- Artificial Intelligence (AI) design & programming - 4 years
- Mobile, console, embedded applications programming - 4 years
- 3D graphics programming - 3 years
- Systems analysis - 3 years

Summary of Experience

- Programmer - 7 years
- Head of Software Development Department - 3 years
- Project Manager - 2 years
- Chief Assistant of IT Department in Commerce Bank - 1.5 years
- Lead Programmer – 7 months
- Systems Analyst - 7 months
- Technical Director (TEO) - 4 months

Employment History

THQ Studio Australia, Brisbane, Australia (www.thqstudioaustralia.com) **May 2007 – Present**

Senior Programmer

- Project: Game engine and level/resource editor
- Working in the Tech Team on Camera Animation Editor, Graph Editor, key-frame animation, engine support for animated cameras, etc.
- MS Visual C++, C++/CLI, .NET, Perforce (Version control), DevTrack (Bug tracking), Visual Assist, IncrediBuild

T3 Entertainment, Inc., Seoul, South Korea (www.t3.co.kr) **Aug 2006 – May 2007**

Lead Programmer

- Project: Massively Multiplayer Online Game
- Managing team of 6 programmers, programming myself (graphics engine, AI, game logic, ...), responsible for technical side of the project
- MS Visual C++, DirectX, Subversion (Version control), Mantis (Bug tracking), Wiki (Project docs), Python (Utils)

VirtualDigm, Inc., Seoul, South Korea (www.vdigm.com) **Nov 2003 – Aug 2006**

Senior Programmer

- Project: 3D engine for Samsung's game-phones with hardware 3D acceleration ([Samsung SPH-G1000](http://www.samsung.com) and other models)
- Developed 3D engine, 3D demos, utilities and tests programming for mobile phones
- MS Visual C/C++, phone emulators

Axis Entertainment, Seoul, South Korea (www.axisent.com) **Feb 2002 – Nov 2003**

AI Programmer

Axel Impact: Korea Edition (PS2); **DT Racer** (PS2)

- AI and tools programming done in MS Visual C++

NeilSoft, Seoul, South Korea **Oct 2000 – Nov 2001**

Project Manager

3D FPS Game (PC)

- Project management, system design, game design, preparation of project docs, managing of Russian-Korean team of developers, programming of AI system for game
- MS Project, Borland C++ Builder, MS Visual C++, MS Office

NetBridge, Moscow, Russia **Feb 2000 – Sept 2000**

Systems Analyst

Boom.ru (Online Community) www.boom.ru

- Internet portal system architecture design, project docs preparation for outsource developers, interaction with outsource developers on technical issues
- MS Office, MS Project, HTML editors

WebTech, Moscow, Russia **Nov 1999 – Feb 2000**

Technical Director (TEO)

- Managed the company's internet-portal projects (www.aport.ru), marketing and technical analysis, work on routine technical issues
- MS Office, MS Project, HTML, SSI, Perl

TS Group, Moscow, Russia **Dec 1998 – Nov 1999**

Project Manager

Private Wars (PC ~ Real-time 3D multi-player tactical combat simulator)

- Project management, system design, game design, preparation of project docs for investors and publishers
- Programming of system tools and AI system for the game
- MS Office, MS Project, Borland C++ Builder

1C, Moscow, Russia **Feb 1997 – Dec 1998**

Chief of Games and Multimedia Products Department

Konung (PC-RPG) {<http://konung.1c.ru/eng/default.htm>}

- 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 design, game design, tools programming
- MS Office, MS Project, Borland C++ Builder, HTML

New Media Generation (NMG), Moscow, Russia (<http://eng.nmg.ru/>) **Feb 1996 – Feb 1997**

Chief of Software Development Department

The Ghost of The Ancient Park (PC Adventure Game)

- Gathered a team of developers, started new department, marketing analysis, financial management, personnel management, inner projects management
- Project management, game design, tools programming
- MS Office, MS Project, Borland C++

Alta Bank, Moscow, Russia June 1994 – Jan 1996

Chief Assistant of IT Department

- Worked on routine technical issues, hardware purchasing, personnel management, developed a telebanking system for corporate clients
- MS Office, MS FoxPro, Borland C++, Novell NetWare

Mir-Dialogue Joint Venture, Moscow, Russia Oct 1992 – May 1994

Game Developer/Programmer

Russian 6 Pak (Arcade Games); *Sea Legends* (Quest, Action)

- Programming, game design
- Borland C++

Moldova Ministry of Energy, Beltsy, Moldova March 1992 – Sept 1992

Programmer

- Program systems for gathering and processing of telemetric data from remote systems, accounting programs using Borland TurboPascal, dBase, FoxPro, Assembler

Education

Moscow State University, Moscow, Russia

- Faculty of Computational Mathematics and Cybernetics (2.5 years, not graduated)

Spoken Languages

- Native Russian, fluent English

Publications

- Several publications in Russian computer magazines on different issues of high technologies