

DENIS SOPOV

UNREAL ENGINE DEVELOPER

Occupation: programmer.

I'm a programmer in different areas with 20 years of experience. Last 3 years I dedicated to create game mechanics with Unreal engine using both C++ and Blueprints.

Game developing using Unreal Engine4 experience:

2018

I started to work with the Unreal Engine. I learned concepts, features, network communications. I participated in the development of indie RTS game with team of volunteers. Then I joined a bigger team of experienced developers to develop action RPG FPS on a position of a game mechanics developer.

2019-2021

I worked for 2 years in a team of 15 people on the development of a multiplayer cooperative action RPG FPS.

My work was focused on developing gameplay logic - developing game systems like weapon systems, dialogues systems, quests systems, interactions between pawns and actors, simple AI, UI.

I was responsible for:

- creating gameplay logic and systems
- network interaction and replication
- bugfixes and refactoring
- creating and modifying animation blueprints
- profiling CPU and finding causes of low fps, optimization
- particle effects integration
- sound integration
- setting up animations and blendspaces, animation blueprints

My skills in UE4:

- I know both C++ and blueprints
- I know and understand commonly used UE objects and classes: Uobject, Actor, Pawn, Character, Character movement component, Player controller, Gamemode, Gamestate, PlayerState, Hud, Camera, interfaces, UMG widgets, Event dispatchers, hit, line trace, arrays and structs, garbage collecting, spawning actors, vectors, work with render targets, good knowing network communications (RPC and actors replication).
- skilled in writing structured and well commented code;
- skilled in understanding other's code.
- skilled in finding effective solutions, work for result;
- analytical skills for finding the causes of unexpected behavior in the software. Debugging code. Optimizing performance.
- git, svn, trello, SQL, XML;

English level: upper intermediate (travelling around the world for many years, communicating with people in English)

Overall experience:

From 2001 I worked as an accounting systems programmer in many companies. I was developing accounting reports using SQL, automating business processes of various companies. I was also involved in developing logistics programs, programs for automation of the collection of sale orders using mobile devices. In addition, I developed programs for monitoring the movement of vehicles using GPS sensors and data, created stock exchange robots for automatic trading on MQL4 and C#. I developed gateways for interaction between various programs using XML.

Education:

North Caucasus State University (1998-2003), specialist's degree in engineering and programming

Shipped projects:

I worked in serious commercial project for 2 years, but it is planned to be released next year. I'm sorry, I cannot provide any screenshots, videos or code samples due to a non-disclosure agreement. But it is not an indie project, it's a startup with good investment and management. The development of the game is supervised by one of the biggest companies in the world (sorry I can't share more information due to non-disclosure), it's pretty big (few years of fulltime developing) so we will see this game

next year in Steam. I left the project because of low level of salary in Russian game industry (and in IT industry in general) and I didn't want to wait one more year for shipping just to earn a achievement "1 shipped projects". But I am confident that my abilities can be of great benefit for the company. I am ready to give all my best to the development of any project.

My strengths:

- I take a very responsible attitude to my work, as well as to the resources of the company and do my best to get the maximum result without forgetting about the resources spent.
- By working with me, you get a remote employee you can rely on, who does not need daily monitoring and will not disappear at the most inopportune moment.
- I always try to improve the project by offering my vision and ideas
- I appreciate not only my time and efforts, but also the efforts of whole team. For example, if I recently worked with particular system and I see that QA assigned bugfix in the same system to another programmer, then I try to take over the task (if I am sure that I will solve it much faster) or try to help another programmer to save his time.
- When receiving a technical requirement, I try to dive into the details in order to understand the goal. I do not work like a robot that simply follows instructions, not understanding why he does it, because this often leads to knowingly incorrect results.

Additional info:

I am an individual entrepreneur, looking for a remote job, so I don't need a US/EU visa and US/EU work permit. I accept payments to a Russian bank account and can issue invoices. I pay taxes in Russia, therefore the employer will not have any problems with any kind of the authorities (tax, migration etc.).

What I expect from work:

-remote work

-flexible working hours and days (possibility to change the days off)

My contacts:

Phone/Telegram/WhatsApp/Viber: +79624424325

E-mail: vinni-pouh@yandex.ru

LinkedIn: <https://www.linkedin.com/in/sopov-denis/>

Discord: DenSopov#5728

Please feel free to ask any questions.