ARSENY DREMIN

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EDUCATION

Saarland University
2023-2025
Bachelor's in Computer Science

SKILLS

- Strong game prototyping and performance focused programming skills
- Knowledge in 3D math, data structures, algorithms and design patterns
- Experience working in a teams, version control (Git/Perforce)
- Experience with graphics programming, including shader languages (GLSL/HLSL) and optimization

SUMMARY

A generalist developer and game programmer with practical experience from both professional work and personal projects.

WORK EXPERIENCE

Italic Pig - Game Programmer
United Kingdom (Remote) • 2022 - 2024 (2 years)

- Implemented gameplay, backend, quest and UI systems in C#
- Created editor tools to improve the workflow
- Fixed bugs in the existing codebase and worked with profiler to improved overall game performance

UdS Computer Graphics Faculty - Teaching Assistant / Tutor
Germany (Onsite) • 2024 - now (4 months)

- Helping students understand topics such as rendering fundamentals, C++ programming and Graphics APIs
- Grading and working on course assignments

PERSONAL PROJECTS

Pathtracing Render Engine
2024
A full-fledged volumetric C++ render engine with custom scene support.

Constellations
2021-2022
A minimalist puzzle game, released on Steam. I was responsible for the game's code, design, and technical art.

TECHNICAL EXPERIENCE

Languages
C# (4 years), Python (4 years), C++ and Java, Rust, HLSL

Game Engines
Unity (4 years), Godot (2 years), Unreal Engine (1 year)