CONTACT

044 971 0276

valerija.nikulina.fi@gmail.com

valerijanik.github.io

linkedin.com/in/valerijanikulina

SKILLS

Unity + **C#**

C++, HTML, CSS, PHP

Json

Git

Adobe Illustrator

Adobe Photoshop

Adobe InDesign

Adobe Xd

Blender, 3Ds Max

Microsoft Office Package, Drive

Online Website Builders

Social media

LANGUAGES

English - fluent

Russian - fluent

Estonian - beginner

Finnish - intermediate

REFERENCES

Joonas Laakso
Development Director
at Next Games Oyj
Phone: 050 557 89 88
E-mail:
joonas.laakso@nextgames.com

Riku Suomela
Executive Producer
at Next Games Oyj
Phone: 040 671 4110
E-mail:
riku.suomela@nextgames.com

Hello,my name is Valerija Nikulina

SUMMARY

Knowledgeable and detail-oriented Junior Game Programmer with front-end development skills accustomed to working in fast-paced and deadline-driven environments. Worked on Stranger Things mobile game, and generated UI/UX for a number of prototypes. I have an extensive expertise in using Unity 3D and 2D, Adobe CC package and Unreal Engine and my background in Art History gives me a different approach to different areas of game development.

I'm looking for new challenges in the game industry as a programmer or UI/UX designer.

WORK EXPERIENCE

May 2020 - present
Junior Game Programmer @ Combo Breaker
I've joined Combo Breaker and Sociable Soccer just before a big update, so this period has been chaotic period. Duting this time I've worked closely with designers Jon Hare and Steven Huckle on UX design and then implemented those changes into the game. Because this is a small company, you wear a lot of hats: programmer, designer, tester. Lately I've been redesigning the website.

Oct 2019 - Apr 2020
Game Programming Trainee @ Next Games Oyj
First two months: introduced to the game industry and Next Games way of working; made three prototypes.
Next four months: worked on upcoming Stranger Things mobile game. I've made several features and worked closely with designers, UX designers, producers and other programmers. Also participated in company's prototyping days working on a treasure hunt game.
All work has been done in Unity with C#.

May 2019 - Sept 2019
Game Developer Internship @ Metal Bawxed Studios
Online collaboration at a semi-professional team. Developed UX flow, created UI assets and implemented all into Unity. Worked closely with designers, artists and programmers; it was an ambitious PC game project based on Warhammer 40,000 aiming to pitch to Games Workshop. This game was made in Unity with C#.

May 2016 - present
Graphic and Web Designer @ KlubOk ry (volunteering)
I have joined KlubOk (non-commercial organization) to be a graphic designer, but then I've started and supported the website, created UI/UX for it, organized events, gave lectures on art and art history, supported Russian-speaking mothers and families.

CONTACT

044 971 0276

valerija.nikulina.fi@gmail.com

valerijanik.github.io

linkedin.com/in/valerijanikulina

SKILLS

Unity + C#

C++, HTML, CSS, PHP

Json

Git

Adobe Illustrator

Adobe Photoshop

Adobe InDesign

Adobe Xd

Blender, 3Ds Max

Microsoft Office Package, Drive

Online Website Builders

Social media

LANGUAGES

English - fluent

Russian - fluent

Estonian - beginner

Finnish - intermediate

REFERENCES

Joonas Laakso
Development Director
at Next Games Oyj
Phone: 050 557 89 88
E-mail:
joonas.laakso@nextgames.com

Riku Suomela
Executive Producer
at Next Games Oyj
Phone: 040 671 4110
E-mail:
riku.suomela@nextgames.com

Please, feel free to contact me!

EDUCATION

2018 - 2020
Game Development
Stadin Ammattiopisto

2018 - 2019
Game Development Courses
Udemy, Codecademy

2016
3Ds Max Diploma
Knower School

2016
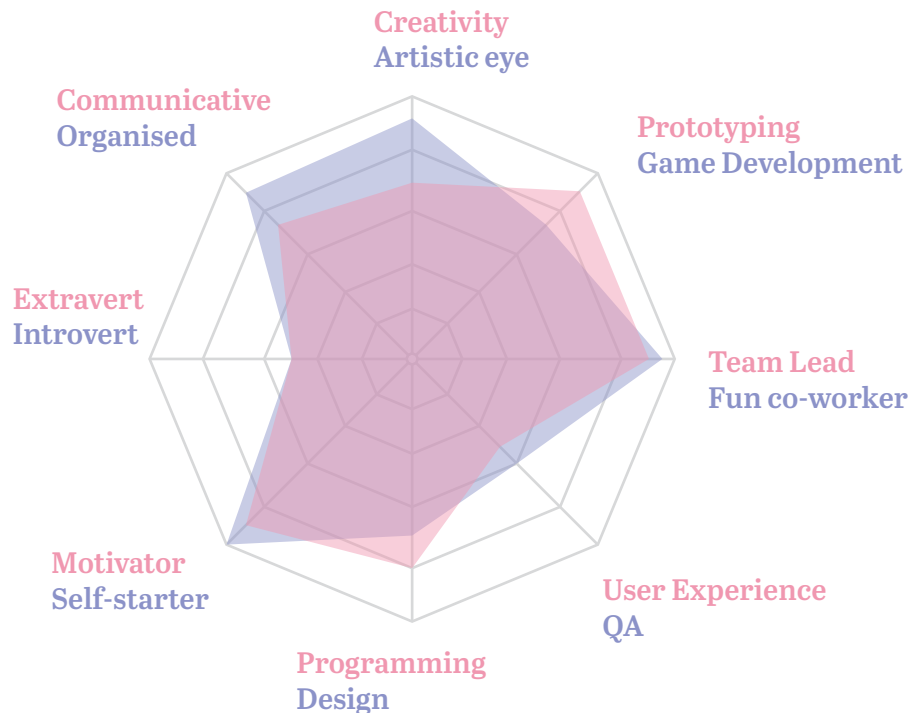**Graphic Design Diploma**
Shaw Academy

2012 - 2015
BA Art and Art History
University of Wales

1999 - 2007
Art, Design, History
Design School

Creativity
Artistic eye

Communicative
Organised

Prototyping
Game Development

Extravert
Introvert

Team Lead
Fun co-worker

Motivator
Self-starter

User Experience
QA

Programming
Design

ARCHIVEMENTS

6 art exhibitions in 4 countries
Winner of an international art competition in 2004
Never lose in Monopoly
My photographs were used in a local newspaper in Wales

HOBBIES

Art & Art History
Animals
Cinematography
Board Games

Education
History
Talking
Volunteering