

# DENIS SAVOSIN

Technical Game Designer at  
Mundfish

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## Technology Stack

### Unreal Engine 4

Developed game subsystems, combat and character abilities. A full production cycle working on gameplay, animations, cameras and systems. Shipped project. C++ and Blueprints.

### C++

Full production cycle on shipped project. Game engine architecture programming. Gameplay programming in Unreal Engine. Animation tools programming.

### Unity

Experience using Unity as endpoint solution for commercial multi-platform projects. Scripted gameplay, UI and input systems. Experience developing for mobile platforms and VR/AR

### C#

Commercial projects using Unity for gameplay and UI scripting. Content creation tools scripting for AAA sports title.

### LUA

Shipped mobile game developed in Corona SDK. Used as a wrapper for front-end C++ code in commercial project.

### OpenGL 4, Vulkan API

Developed rendering subsystem for a game engine using OpenGL 4. Familiar with fixed and programmable pipeline stages in Vulkan API.

## Other tools and skills:

- **Perforce**, Git, SVM
- **MySQL**
- **Google Analytics**, **App Annie**.
- **AR Core/AR Kit**
- **OpenCV**
- **Blender**
- **Maya**
- **Matlab**
- **Photoshop**
- **SteamVR SDK**
- **HTC Vive RSapinal SDK**

## Experience

Feb 2020 -  
Current

### Technical Game Designer - Full Time

#### Mundfish

- Working on first-person action game **Atomic Heart**.
- Using the **Unreal Engine 's Gameplay Ability System** to build new gameplay features.
- Creating game-wide subsystems, environmental puzzles and supporting level-design team.
- Working with animation sequences, montages and animation state notifiers.

March 2020 -  
June 2020

### AR Developer/Unity Tools Programmer - Remote Contract

#### BrandXR

- Adding new tools to the platform endpoint driven by the **Unity** engine.
- Adapting **Unity** plugins **C#** code to support BrandXR content requirements.
- **Designing** and developing new **AR** showcases of BrandXR technology to attract new customers.

Aug 2018 -  
Dec 2019

### Assistant Producer - Live Services - Full Time

#### Electronic Arts

- **Owner** of the NBA Live Ultimate Team mode in NBA Live 19.
- **Designed Live-Services** features for the unannounced next-gen project.
- **Organizing** work and solving problems within a massive multidisciplinary team **in collaboration** with 3 studios in 3 countries.
- **Content roadmap** planning and prioritizing the needs of the Live Services team.
- **Game economy and rewards** design and creation, battle pass-like system design.
- **The main point of contact** between the mode development team and Live Services.

Dec 2017 -  
Dec 2018

### Technical Game Designer - Full Time

#### Florida Interactive Entertainment Academy

- **Released** on Steam and has "**Mostly Positive**" user reviews.
- **Developed** a robust architecture in **C++** for **character movement**, **input** and **core mechanic** systems in **Unreal Engine** and exposed functionality to designers adding nodes and functions into the **Blueprints** visual language system.
- **Solved mathematical challenges** behind main character abilities and how it interacts with the level.
- **Programmed** gameplay camera system and directed cinematic.
- Our game was featured in **Unreal Engine's GDC 2018 Preview Livestream**

Oct 2016 -  
Jul 2017

### Lead Games Programmer - Part-Time

#### Neurofenix

As the No. 1 hire, designed and created games for the sophisticated device for stroke rehabilitation patients. Created the first prototype of the gaming platform for rehabilitation.

- **Programmed** games in **Unity** and developed **input systems** for the company's **proprietary hardware**.
- **Owned** project backlog and prepare progress reports for our CTO.
- **Reached** to the Top-50 UK technological startups.
- **Endorsed** by Entrepreneur First, the Royal Academy of Engineering, Innovate UK and others.
- **Presented** a working prototype of a store platform as a home for rehabilitation games, personal statistics, and social integration.

Jul 2016 -  
Oct 2016

### Software Developer Intern - Full Time

#### NaturalMotion (Zynga)

- **Fixed** a large number of bugs in the large **C++/LUA** codebase.
- **Improved** customer-facing UI scripts, implemented HUD in Morpheme ViewPorts.
- **Added** new functional nodes to a scenegraph and has undertaken a major rework of representation of angles (**consolidating Quaternions and Euler angles**) in user interface and debugging tools.

May 2015 -  
Sept 2015

### Programmer, Project Lead - Full Time

#### Tap 10 Studio

- Used **LUA** and **Corona SDK** to develop and publish a simple arcade game for **iOS** and **Android**.

## Accomplishments and Publications

- **Publication:** Representation of Interactable Objects and Action Sequences in VR Using Hand Gesture Recognition. **ISBN: 978-3-319-65849-0**
- **Tablecraft** - educational VR game to teach elementary-school students about chemical elements by presenting them with a fully interactive, emergent sandbox where almost every object in the lab can be deconstructed into chemical elements. Implemented systems to improve user-experience in VR and increase their awareness. Available at <https://playtablecraft.com>
- **Jigsaw Planets VR** - learn about solar systems and planet structures by traveling across the Solar System and solving the 3D puzzle. This game won 2nd place at Indie Galactic Space Jam 2017. More at: <https://fiea.ucf.edu/the-skys-the-limit/>
- **Speaker at Edutainment 2017: International Conference on E-Learning and Games.** Presented my paper on the dynamic gesture recognition technique in VR.

## Education

2017 - 2018

### MS Interactive Entertainment, Game & Interactive Media Design

#### Florida Interactive Entertainment Academy

**Graduate of Best Game Design School in the World according to latest Princeton Review.**

2014 - 2017

### BSc (Hons) Games Programming

#### Bournemouth University (UK)

Graduated with the **First-Class Honours (1:0)** in the academic program.