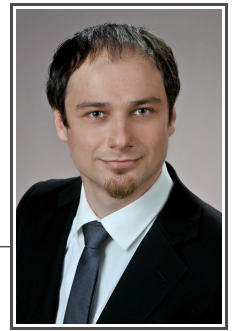


Denis Lapiner

Game Developer C# .NET

For privacy reasons my public CV
does not contain my full address
Near Frankfurt Main
Germany

☎004915205618950
✉ info@freebord-game.com
www.freebord-game.com



Games/Projects

- **Might & Magic X: Legacy**, Ubisoft, 2013/14 (Windows/Mac OS) goo.gl/jRkb4j
At Limbic Entertainment I was involved in the design and planning of core components (e.g. event systems, resource loaders, game logic separation). Implemented important modules (e.g. effect framework, animation timing manager). Solved tasks in various project areas (e.g. visual effects/shaders, UI, internal tools/editors, optimization).
- **Freebord The Game**, 2011-2014 (iOS, Android, Windows phone/tablet/desktop, browser, Tizen) goo.gl/3zIQGP
My popular indie game with over 1.000.000 downloads across 5 platforms. Created from scratch alongside my studies. I gained a lot experience in various scopes, especially design, coding, modelling, texturing, promotion and publishing.
- **Multiplatform Runtime Level Editor**, 2014-2017 (Unity Asset Store) u3d.as/9gZ
I'm selling on the Unity Asset Store. This level editor is my most popular product. If you want to get an insight on my documentation and interface design skills, then take a look at the [documentation](#) of my Asset Store products.
- **Dungeon Empires** (browser) & **Black Prophecy Tactics: Nexus Conflict** (Windows), 2010-2013, gamigo
Two more projects at Limbic Entertainment. Dungeon Empires was the first time I used Unity professionally. I have learned a lot about visual effect design/implementation (particles, shaders, etc.) and was responsible for important components such as asset bundle management in Unity. I have also improved my soft skills and teamwork.
- **Mad Freebording & Mad Snowboarding**, 2012-2016 (Steam, iOS, Android, WSA, VR, browser, Tizen, Linux)
Sequels of Freebord The Game with improved graphics and higher complexity. Mad Snowboarding had between 400 and 4000 downloads a day on Windows 8 WSA. A VR version of [Mad Snowboarding](#) is available on my homepage.
- **AR Tower World** (Android) & **Planet π4** (Windows, Linux) & **Y-Move** (Windows), 2010-2014
My master's thesis analysed advantages of near field communication in mobile AR games. I have created the augmented reality tower defence game [AR Tower World](#) from scratch on Android using Mapsforge. In my bachelor's thesis, I have improved the graphics and gameplay of [Planet π4](#) (Irrlicht Engine) to support a research study on p2p networks for MMOGs. Y-Move (Ogre Engine) was a practical course with a team of four students. Players were motivated to move in front of a webcam to control a car. I have written a full physics engine for the car in Y-Move.
- **Boredom Fighters** (Android) & **Speed** (Windows), 2004-2008
Physics engines fascinated me back in school. I have written my own mass-spring physics engine for my racing game [Speed](#) (XNA). It did not only simulate the car, but also the deformation. [Boredom Fighters](#) (LWJGL) was my first free time team (four students) project in the first semesters at university. After reading "Game Physics Engine Development" by Ian Millington I was able to provide Boredom Fighters with a good self-made physics engine.

Key Skills And Competencies

- fluent in English, German, Russian
- C/C++, C#, .Net, NUnit, Java, Java Script, PHP, HTML, python, MySQL
- shader programming (Cg and Unity ShaderLab)
- Unity 3d expert (over 7 years, since Unity 2.6)
- made games for Anroid, iOS, Windows Phone, Windows WSA, desktop (Win/Mac OS), browser, Tizen, VR-headset (Google Cardboard), Xbox One
- team work
- basic 3d modelling with Blender and Maya
- basic 2d image editing with GIMP

Work experience

- 2013-now: independent game developer, Unity Asset Store publisher
- 2015-2017: LOMOSOFT, Xamarin app for oil and gas tank trucks
- 2015: freelanced for several indie game developers and start-up studios
- 2009-2014: Limbic Entertainment, student assistant
- 2006: Limbic Entertainment, internship
- 2004: IT department Cyklop, internship

Education

- 2014: Informatics M.Sc, Darmstadt University of Technology, Germany
majoring in games and graphics programming, final grade 1.52
- 2007: Abitur (secondary school), Main-Taunus-Schule, Germany
advanced examination subjects: Informatics and English.

Free time

- playing games (PC, PlayStation 3, Android, Windows Phone)
- snowboarding, wakeboarding

Personal details

- born on the 2nd July 1987 near Moscow, Russia
- German citizenship
- married with happy wife and kids