

Grigorii Taburov

Unreal Engine developer, Backend developer, Technical Artist

Skills and work experience

- More than 9 years of game development
- Unreal Engine, Unity, Blender, Photoshop experience
- PHP, Java Script, C++, C# experience. Knowledge HTML and CSS
- Web servers administration and REST microservices creation skills
- Linux CLI and Linux administration. NGINX, Apache, MySQL, Docker
- Experience in setup and creation apps on social networks and Steam
- Steam games and store page administration. Games technical support
- Domains and site setup and control. Game-Server-Database interaction

Contacts

inbox@taburov.com

Others skills

- Ability to self-learn and self-motivated
- Technically literate, accurate and attentive to detail
- I know how to handle equipment and technology and electronics
- Able to quickly learn new areas of activity and transfer the experience gained

Professional Experience

Game developer

RBS, Sep 2013 - Present

- Technical game design and game mechanic development
- Level design, game assets setup and 3D modeling
- Game server and DataBase administration
- VFX effects, lighting and materials setup
- Provide general support to players
- Manage office operations including maintenance, mailing, supplies, equipment, bills, errands
- Development micro-services for game maintenance and client-server interaction
- Developing solutions to counteract unfair players
- Accounts and store pages setup. Price and sales management.
- Support of the game pages in social networks

Head of the group of supply and work with wholesalers

DiPos, 2003 - 2013

- Coordinated administrative activities
- Supplying the company and company branches
- Communicated with all parties regarding business services
- Facility management, including shipping, slicing, security, storage, etc.

Education

High School Diploma

Sep, 2004 - June, 2009

Moscow State University of Culture and Arts

Languages

Russian(Native), English