

Petr Chumakov | Game Developer

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TECHNICAL SKILLS

MY GAMES

Programming	C#, Unity, SOLID, Patterns,	WOOF: TGBS , Google Play
IDE	JetBrains Rider	DASHOUT Puzzle , Google Play
3rd Party SDK	Firebase, Google Play Services, Yandex Ads	Sine line: Detached , Google Play
Source Control	GITLab w/ Fork	3333! , currently on APKCombo
Team Collaboration	JIRA, Slack, Mattermost, Trello	

EDUCATION

- **International University of Nature, Society and Man "Dubna"**, 2014
Bachelor's Degree, Major: 230100, "Informatics and Computer Engineering"
Dubna, Moscow Region, Russia
- **International University of Nature, Society and Man "Dubna"**, 2016
Master's Degree, Major: 27.04.03, "System Analysis and Control"
Dubna, Moscow Region, Russia

EXPERIENCE

Middle Unity Developer at [Kefir!](#), January 2022 to October 2024 (2y 10m)

Work on different projects, mostly [Last Day On Earth: Survival](#) – top 1 Mobile Survival Game for Android and IOS.

- Implementing new mechanics and features, work on updates and events;
- Removing legacy, refactoring, improving codebase;
- Performance optimization;
- Implementing tools for game-dev purposes and better team performance;
- Participating in game-design;
- Writing documentation;
- Resolving variety of different bugs;

Full stack Indie Unity Developer as [CHPV.games](#), March 2017 to Present

[WOOF: The Good Boy Story](#),

Which was picked by Google Play as [finalist of indie-game festival 2021](#),
and finalist at 3rd season of All-Russian competition ["Start the game" 2024](#)

Including:

- Simulation of sheep flocking in real-time with BOIDS algorithm;
- Sprite atlases;
- In-app purchases and ADs monetization;
- Remote configuration system for game balancing purposes using Google Firebase Remote Config;
- A/B testing feature toggles;
- Addressable assets;
- Player controller with virtual joystick input;
- Progress system with unlockable content;
- Beta-test, feedback driven adjustments;
- Publishing to Google Play;

[Dashout Puzzle](#) – semi-step-by-step puzzle game for mobile.

- Analytics-driven difficulty curve adjustments on each level;
- Updating legacy code;
- Republishing;

[Sine Line: Detached](#) – hyper casual game.

- Global leaderboards for online competition: All-Time and Weekly-Best leaderboards;
- Purchasable and upgradable perks for player;

[3333!](#) – minimal match 3 game for Android.

- Implementing match-3 algorithm with some fundamental changes;
- AD Mob plugin implementation;

Lead Unity Developer at [Adagia Games](#), December 2019 to December 2021 (2y)

Prototyping a [3D ski-simulation game](#) mechanics and logics.

- Physics of first person downhill ski controller.
- Stats-based equipment system with consumable and non-consumable items, and item sets.
- Cloud-based game progress serialization.
- Player's leveling up system.
- Character creation flow.
- In-game chat.
- In-game guild system with different roles and guilds equipment bank.
- Cross-platform account system.
- Cloud-based notification system.
- In-game currency, UI, weather and other smaller systems.

SOFT SKILLS

- Inner desire to make games.
- Creative thinking and innovation, contributing to game design ideas and efficient solutions.
- Effective communication and collaboration, ensuring connection between all the participants to work on a current solution.
- Problem-solving focus, adjusting to team needs and addressing challenges.