

# Arseny Dremin

Portfolio [freezedice.ml](https://freezedice.ml)

Contact [freezedice.business@pm.me](mailto:freezedice.business@pm.me)

## Technical skills

**Languages:** C# (3+ years of experience), Python (4+ years), Gdscript (2+ years), Java

**Game Engines:** Unity, Godot, Love2D, GameMaker

**Core skills:**

- Implementing gameplay and logic systems
- Experience in game design (designed and developed multiple successful jam games)
- Knowledge in data structures and algorithms
- Familiar with OOP best practices and design patterns
- Real-time VFX and shader programming
- Houdini (engine integration and standalone)
- Experience with version control and task management systems

## Soft skills

- Reliable and supportive person
  - Quickly learn new things and adapt to unusual situations
  - Experience working in teams, communicating and giving feedback
  - Passionate about discussing games and game design
- 

## Projects

I've participated and received awards in various game jams, such as:

- Designed and developed a [fast-paced platformer with time mechanics](#) that got the 9th (out of 1808 entries) place in [Brackeys Jam 2020.2](#) and gathered nearly 10000 views and 7000 plays
- Designed, coded and illustrated a [puzzle golf game](#) that received 1st place in [Godot Wild Jam #20](#) and got featured on [Warp Door](#) and [game-curator](#)
- Developed a [3d puzzle game](#) that got featured on [Warp Door](#) and [game-curator](#)
- Developed various other games such as an [action roguelike](#), a [coop turn-based puzzle](#), a [sandbox game](#) and [some others](#)
- Maintaining an [ltch.io](#) page with 100+ followers and 30000 views

## Education

Innopolis University (Russia), Graduating in 2024

Bachelor of Computer Science