

# Dina Sharipova

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Unreal Engine Developer | C++ & Blueprints | Multiplayer & VR | 4+ years in game development

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## EXPERIENCE

### Game Developer | Magic Hazard | Tbilisi | Aug 2021 - Present

*Magic Hazard is an indie studio behind the hardcore action game Memory Lost.*

- Developed AI for melee, ranged, scout, and boss enemies using Behavior Trees and State Machines
- Implemented enemy spawner system with wave logic and performance profiling
- Built custom GameMode and GameState for co-op multiplayer sessions
- Debugged replicated gameplay and ensured smooth network synchronization

### Game Developer | NEO-ONE | Tbilisi | Sep 2024 - Jan 2025

*NEO-ONE is a company specializing in educational VR applications for schools.*

- Created 5 interactive VR chemistry experiments using C++ and Blueprint
- Developed physics-based grabbing, laser interaction, and collision triggers for hand controllers
- Built reagent mixing logic with reaction feedback and UI flow
- Packaged and tested standalone VR builds for Meta Quest 2

### Software QA Engineer | Dell EMC | Saint Petersburg | Feb 2019 - Aug 2021

*Dell EMC is a global tech company known for enterprise IT solutions, including data storage and cloud infrastructure.*

- Maintained over 1500 automated Python test cases
- Created 300+ new regression and stability tests
- Integrated Jenkins pipelines with QTest for automated reporting
- Wrote onboarding documentation and trained junior QA engineers

## PROJECTS

### Shoot & Think | Feb 2025 - Apr 2025

*A self-developed VR puzzle-shooter combining spatial logic and shooting mechanics, released as a standalone app on the Meta Store.*

- Built core gameplay systems in UE5 using Blueprints and physics simulation
- Designed 15 puzzle levels with progressive flow and refined VR feel
- Integrated haptics, laser-based grabbing, and animated UI for Meta Quest 2

## EDUCATION

### Saint Petersburg State University | 2017 - 2021

*Bachelor's in Software and Administration of Information Systems*

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## SKILLS

- **Tech Stack:** Unreal Engine 5, C++, Blueprint, Python, Git, SVN, UMG, Rive Plugin, Meta Quest Developer Hub, ADB
- **Expertise:** Multiplayer (Replication, RPCs, Authority Logic), VR (Motion Controllers, Laser Tools, Physics Grabbing), UI, Performance Optimization
- **Publishing:** Released standalone VR app on Meta Store