

Nikita Booth

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ABOUT ME

Developer with knowledge of C++ & C# and experience in both popular game-engines Unreal Engine&Unity and several SDKs and libraries, developed several independent games and systems, in team too. Engineered by my own small 3D game-engine on OpenGL with C++.

SKILLS & LANGUAGES

Skills: C++, C#, Unreal Engine, Unity, Multiplayer, PlayFab, OpenGL, Git, 3D Math, Web3.

Languages: Ukrainian(Native) English(B2) Russian(Native) Hebrew(B2)

EXPERIENCE [PORTFOLIO](#)

CRIME Mobile - [link](#)

Remote

C++ Game Developer

Sep 2023 - Dec 2024

- Worked on a seasonal **battle pass system** with monetization features.
- Implemented thematic **server events** to engage players and boost retention.
- Maintained and improved the codebase by fixing bugs and resolving **player-reported** issues.

Outlier.ai - [link](#)

Remote Part-Time

Prompt Engineer

Dec 2024 - Sep 2025

- Created and formulated tasks and prompts to train and improve LLM models.
- Evaluated and provided feedback on AI-generated responses to ensure quality and assistance.

ShowSkillz

Project

Unity Web game-service & Crypto Integration [VIDEO](#)

- Worked with **Photon PUN** providing multiplayer and lobby list.
- Provided **Solana** integration for a matchmaking and transactions.
- Worked with **PlayFab** to manage players and wallets data.

Lonely Sword

Project

Unreal Engine 5 rogue-like 3D RPG [VIDEO](#)

- Implemented game features with **Gameplay Ability System**(combat system, abilities etc.).
- Developed several **AI behaviors** for NPCs .
- Worked on multiplayer possibilities with **Epic Online Services**.

Slash&Survive

Project

Unity 2D Slasher [VIDEO](#)

- Built data management structure by **Unity Editor Scripting** and **Addressables**.
- Designed and implemented smooth-interactive **UI system** for main menu.
- Implemented record-beating game loop with **wave-system** motivating player to power up.

EDUCATION

[The Open University of Israel](#)

Israel, Online Studies

Field: Computer and Data Science