

# Amal Issabekov

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Portfolio: <https://portfolio.screamingarmadillo.org/en>

## SKILLS

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Unreal Engine 4 and 5, C++, Gameplay Engineering, UI Engineering, Game AI, Profiling and Optimization, Gameplay Ability System, Slate, C#, Unity, Typescript, Python, GLSL/HLSL

Leadership, Ownership, Mentoring and Training

## EXPERIENCE

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### SPERASOFT, A KEYWORDS STUDIO

2019 – now

#### Project: AAA Extraction FPS, UE5

Role: Senior Software Developer

- Responsible for core gameplay systems and features like locomotion, gameplay effects, skins, HUD, and other
- Implemented updates and optimization to the engine and legacy frameworks to align with modern requirements
- Designed and developed new abilities and gameplay features based on high-level design concepts

#### Project: Mortal Kombat Mobile (AAA Mobile Fighting game, UE4, 100M+ downloads)

Role: Lead UI Developer

- Lead a team of UI engineers to release updates to the live game
- Owned the “Krypt” game mode, Implemented the backend in Typescript and frontend in UMG/Slate/C++
- Worked closely with UI Design and UI Art teams on new game modes and UI improvements
- Mentored and ramped up engineers in my team, participated in hiring and applied disciplinary actions

#### Project: Injustice 2 Mobile (AAA Mobile Fighting game, UE4, 10M+ downloads)

Role: Lead Gameplay Developer

- Lead a team of Gameplay Engineers to release new characters and game modes for the live game
- Refactored the old buff system to support continuously growing complexity of the design
- Closely collaborated with designers on design and implementation of new features and characters
- Created and supported the core gameplay and UI systems
- Feature owner for several new game modes
- Participated in hiring and mentored new teammates

### SINGULARITY LAB

2014 – 2019

#### Project: JetX (VR arcade with racing and shooter elements, UE4)

Role: Lead Developer / Tech Designer, from prototyping to launch

- Prototyping and investigation of new ideas and projects
- Pioneering the VR development, resolving unique problems like UI, Motion Sickness, Character Controls and performance of doubled rendering among the first
- Experimenting and learning newly released to public UE4 and sharing this knowledge with the team
- Leading a small team of engineers, supporting the design team with tools, consultations

## Various B2B Games and Non-Game Projects (UE4 and Unity)

Role: Lead Engineer

- Touch-enabling system for wall projections using a depth camera
- Gameplay/UX design and implementation targeting a broad range of audiences
- Creation of systems and plugins for specific B2B tasks

## Other Projects

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### VR Multiplayer Sandbox Game:

A side project I worked on outside of my main occupation. PC and Mobile VR game with networked physics on Unreal Engine 4. I developed the network code in C++ and core gameplay systems using GAS, as well as a custom version of the Unreal Engine editor to enable players to create modifications for the game. This editor had asset encryption and custom tools to support player creativity without compromising security.

### AI Research:

Moderate research in the field of generative AI during free time, focusing on experimental projects, e.g. real-time voice controls in Unreal Engine.

### Unreal Engine Learning Program:

Designed and implemented a training program for engineers at Sperasoft, enhancing their proficiency with Unreal Engine.

## EDUCATION

- **SPbUHSS** 2017  
Bachelor's Degree – Mathematics and Computer Science

## LANGUAGES

- **ENGLISH** – C1
- **RUSSIAN** – Native