



Oidin Khudaiberdieva

Unity Developer with 14+ years of software development experience. Experienced in Unity, C#, Python, JavaScript, and full-cycle software development. Background includes commercial game development as well as complex scientific and web applications. Skilled in requirements analysis, system design, data visualization, and database-driven applications. Strong analytical mindset, fast learner, fluent English (C1), and experienced in both independent and collaborative development environments.

Personal

Name
Oidin Khudaiberdieva

Address
Morskoy Prospect
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Phone number
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Email
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Date of birth
04-08-1991

Place of birth
Uzbekistan

Gender
Female

Nationality
Russian Federation

Driving license
B

LinkedIn
www.linkedin.com/in/oidinka-khodayberdieva-769b7286

Interests

Strength Training (Powerlifting)

Music (Singing & Guitar)

Foreign Languages

Chess

Work experience

Unity Developer Jun 2022 - Present
HotLead, Novosibirsk, Russia

Developed games and interactive applications using **Unity** and **C#**.
Designed and implemented gameplay mechanics and user interfaces.
Created game assets, 3D models, and promotional materials.
Participated in market research and game concept analysis.
Collaborated throughout the full development cycle, from prototyping to release and maintenance.
Worked with **Unity**, **Blender**, **Figma**, **Git**, and other game development tools.

Software Engineer Sep 2015 - Present
Budker Institute of Nuclear Physics (INP SB RAS), Novosibirsk, Russia

Gathered and analyzed software requirements for scientific applications.
Developed web-based systems for visualization of accelerator configuration data using **Python**, **Django**, **JavaScript**, and **D3.js**.
Built data conversion tools between **CX** and **EPICS** control systems using **Python**, **pycx4**, and **cothread**.
Developed monitoring dashboards for physics experiments using **Django**, **ZingChart**, and **jQWidgets**.
Designed database interfaces for **PostgreSQL** using **Node.js**, **JavaScript**, and **Plotly.js**.
Participated in deployment, testing, and maintenance of software solutions.

Teaching Assistant Jan 2016 - Jun 2016
Novosibirsk State University (NSU), Novosibirsk, Russia

Conducted practical programming classes.
Taught fundamentals of programming in **C**.
Assisted students in debugging and software development best practices.

Web Developer Apr 2012 - Jul 2012
Qliff, Novosibirsk, Russia

Developed web applications using **C#**, **ASP.NET MVC**, **JavaScript**, **AJAX**, **MySQL**, **Kendo UI**, and **jQuery**.
Communicated directly with clients regarding project requirements.
Researched and adopted new development technologies.

UI/UX Designer (Mobile Applications) Jan 2020 - Jul 2021
HotLead, Novosibirsk

Designed intuitive user interfaces for Android and iOS mobile applications.
Created wireframes, mockups, and interactive prototypes.
Developed user flows and optimized user experience.
Collaborated closely with developers and stakeholders throughout the product lifecycle.
Produced design assets using **Figma** and **Adobe Photoshop**.

Education and Qualifications

Master's Degree in Physics and Information Technology Sep 2008 - Jun 2014
Novosibirsk State University (NSU), Novosibirsk, Russia

- Master's degree in Physics and Information Technology.
- Specialized in software development, scientific computing, and data processing.
- Studied programming, algorithms, databases, computer networks, and software engineering.

- Completed projects involving scientific data analysis and software development.
- Graduated from one of Russia's leading research universities.

Skills

