Dmitrii Solovev

Game & Web Developer

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I make games and apps from idea to release: gameplay code, multiplayer, UI, 3D, store pages and live updates. I made my first game in 2022, learned Unity and C# in 2024-2025 and have released games publicly since 2026: 11 games on Roblox and s&box, a freelance Godot contract, a paid Blender add-on, websites and mobile apps. From 2024 to 2026 I also worked as a self-employed computer technician. I plan to move to Astana, Kazakhstan, keep building games there as a tax resident, and I am open to joining an IT startup or a game and app development studio.

11	860+	2,400+	4
games released	players on s&box	hours played	engines

Experience

Indie Game Developer, duqi (solo)

since 2026

- Shipped 11 games in 7 months: 8 on s&box and 3 on Roblox.
- Best results: sbox.io 336 players and 500+ hours, Crumbbox 800+ hours, worms.io 500+ hours.
- I write code together with AI agents; the idea, game design, architecture, testing and release are on me.

Gameplay Programmer (freelance), Client under NDA

2026

- 3D action prototype in Godot 4 from the client's 67-page GDD.
- Character controller, combat, parkour, swimming, animation system, debug and tuning tools.

Web & App Developer, Own products

2026

- Personal website on Next.js with 3D scenes and CI deploys to Firebase.
- Pip, a Flutter social alarm app with Firebase backend and widgets.
- Ryadom, a Tauri desktop app with a Node.js sync server and signed auto-updates.

Computer Technician (self-employed), Private clients

04.2024-09.2026

- Laptop and PC repair, OS, driver and software setup.

Skills

Engines & editors: Roblox Studio, Luau; s&box Editor, C#, Razor UI; Godot Editor, GDScript; Unity Editor, C#; BepInEx, Harmony (Unity mods); Android Studio

AI tools: Writing code with AI agents: Claude Code, Codex, ChatGPT, Antigravity, DeepSeek; AI 3D model generation (Hunyuan3D) and cleanup in Blender; AI images, voice and video for game assets and trailers

3D, art & design: Blender; Figma; Aseprite, pixel art; Remotion, FFmpeg

Web & apps: TypeScript, React, Next.js; Three.js, React Three Fiber; GSAP, Tailwind; Flutter, Dart; Tauri; Go, WebRTC; Firebase

Workflow: Git, GitHub Actions; Playtests & analytics; Monetization design

Languages

English: B2, spoken and written

My path

2022: First game: a coursework project at college, where I studied web development (2022-2025, did not graduate).

2024-2025: Learned Unity and C#, built game prototypes.

Apr 2026: Moved to s&box (C#): first prototypes.

May 2026: First public release: Crumbbox Multiplayer, a co-op clicker for six.

Aug 2026: Chop This Tree: one shared tree for every server.

Sep 2026: sbox.io, worms.io and Bloomloop released in three weeks.

Oct 2026: Started on Roblox: launched Poison Cups and ASMR Tower, started Snowy Paws.

Nov 2026: First freelance contract: 3D action prototype in Godot 4.

Selected work



ASMR Tower (ASMR towers obby) ROBLOX, LUAU, BLENDER

ASMR obby: two worlds, a 30-floor tower, pets, battle pass, shop, 17 languages; 49+ custom 3D models.

829 visits



worms.io S&BOX, C#

Fast multiplayer arena with boosts, coils and a live leaderboard.

117 players, 500+ h played

{ code }

POOLS Co-op mod C#, BEPINEX, STEAM

Open-source co-op mod for the Steam horror game POOLS, flat and VR. Players see each other's real hands with finger tracking, hear each other's steps and splashes; doors, floating props and scripted scares stay in sync over Steam networking. Playtested with a second player in both flat and VR; one-command installer and 246 network-layer tests.

open source on GitHub



Crumbbox Multiplayer S&BOX, C#

Co-op clicker for six: buildings, upgrades, prestige.

175 players, 800+ h played



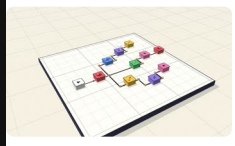
Grow a Desert ROBLOX, LUAU

First-person tycoon: water the desert, grow a jungle, upgrade tools from a spoon to a water cannon, four zones, tutorial, shop.



Tower Defense GODOT 4, PIXEL ART

In development: co-op for three players on phones and PC, hand-coded pixel art, 8-direction units.



MStudio S&BOX, C#, AUDIO

Co-op music toy with a sequencer, WAV/MIDI export and rhythm levels built from your song.



Ryadom TAURI, REACT, NODE.JS

Desktop app for Windows and macOS: a Russian course for Chinese speakers with lessons and mini-games, shared plans and notes, desktop pets. Own sync server, signed auto-updates with rollback.



sbox.io S&BOX, C#

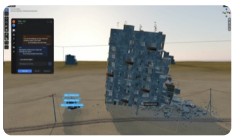
The classic .io arena rebuilt for s&box with server-wide leaderboard.

336 players, 500+ h played

{ code }

3D Action Prototype GODOT 4, FREELANCE

Client project under NDA. Character controller, melee and bow combat with lock-on, parkour, climbing, swimming, grappling hook, animation blending, hit effects, an in-engine animation tool and smoke tests. About 7,800 lines of GDScript.



BlendLink BLENDER, PYTHON, GO, WEBRTC

Blender add-on for two people editing one scene live: transforms, meshes, rigs and animation sync peer to peer over WebRTC, with object locks, partner cursors and chat. Go helper and my own signaling/TURN server. Sold on Gumroad.

on sale, $9.90



Life Simulator S&BOX, C#

Multiplayer life sim: jobs, businesses, an auction house, cars, voice chat.

60+ players, 40+ h played



Poolrooms S&BOX, C#

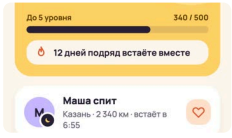
First-person horror: blind creatures hunt by sound across five flooded halls.

11 players, 12 h played



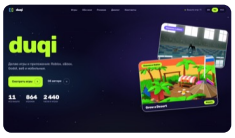
Poison Cups ROBLOX, LUAU

1v1 and 2v2 party duel with bots, seasons, leagues, badges and an in-game shop.



Pip FLUTTER, FIREBASE

Social alarm clock for couples and friend groups: shared pet, streaks, voice alarms, home-screen widgets, 9 languages.



duqiorg.online NEXT.JS, THREE.JS, GSAP

This site: 3D scenes, scroll animations, three languages, static export with CI deploys.