Sergei Khlopenkov

Game & Animation Builder

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SUMMARY

I design and build games and animation with AI agents and 3D generation: cooperative mecha combat, an adventure built around learning quests, and a pipeline that renders voiced anime. I bring 10+ years in software engineering to game mechanics, system architecture and interactive products. I define acceptance criteria and review the work against them. My games are in development, with a playable demo and prototype.

SKILLS

Experience design: cooperative mechanics, quests and rewards, learning progression, character interactions, combat and input controls; AI player personas as hypotheses for real playtests

Creative engineering: TypeScript, JavaScript, Three.js, WebGPU, Web Workers, WebRTC, WebSocket signaling, Node.js, shared saves, reconnection and interruption recovery

AI-assisted production: acceptance criteria, agentic development workflows, automated tests and evaluation, human review; an animation pipeline in development, turning characters made in 3D with Tripo 3D into rendered, voiced anime

PROJECTS

Interlock | cooperative mecha combat | globesoul.com/projects/interlock

- Designed the upgrade-sharing mechanic: teammates build each other's machines, making cooperation part of the decisions players make.
- Built the simulation, rendering, multiplayer networking and interruption recovery with AI agents; I set the direction, acceptance criteria and review requirements.
- Fixed 60 Hz simulation in a Web Worker; WebSocket signaling connects WebRTC peers, with reliable control traffic kept separate from state and input messages.
- Cooperative and solo play, shared saves, reconnection and autopilot for interrupted players; keyboard/mouse, gamepad and landscape touch controls are implemented.
- In development, with a playable browser demo. AI player personas help select ideas for future human playtests.

Auraheim | story-led 3D adventure | globesoul.com/projects/auraheim

- Designed learning quests linked to gameplay rewards and saved progress, within an adventure combining exploration and combat.
- Built rendering, character interactions, progression, combat and input controls with AI agents, using TypeScript, Three.js and WebGPU.
- In development, with a playable opening chapter: Auraheim and the Frostgate Road.

Anislate | rendered, voiced anime from 3D characters | globesoul.com/projects/anislate

- Built an animation pipeline with AI agents, run from a local control room: Interlock's characters are made in 3D with Tripo 3D, Blaze through its API, and rendered in cel shading.
- I act the pilots in recorded takes; body, hands and face are read from the video, faces are SVG parts swapped on twos, and my lines are converted into each pilot's designed voice.
- First work: Interlock's opening cutscene, Out by Dark, 29 cuts joined into a film of about 2 min 11 s and an ad of about 60 s, with 30 s and 15 s cuts.

EXPERIENCE

AI Engineer | **IZIFIT**, hourly team contract, part time since Nov 2026, remote | Jul 2026 - Present

- Within the team, built AI coaching features across the mobile app, backend and web portals, and supported live users. The AI trainer launched on 22 July 2026.
- Grounded the trainer in each screen's context, with navigation chips for more detail; kept counting and decision rules in code, with models phrasing the computed results.
- Guardrails and evaluation for sensitive values, prompt injection and off-topic requests; live API and native acceptance checks. TypeScript, React Native, Expo, Bun and Hono.

Founder and Independent Engineer | **GlobeSoul**, own products | Sep 2025 - Present

- Set product direction and design game mechanics, systems and interactions, then work with AI agents to build, test and revise them.
- Use architecture decision records and acceptance gates, with human review where models cannot judge quality. AI audience personas help choose hypotheses to test with people.
- Alongside the games, build applied AI products and native tools; develop a generative production workflow for marketing animation. The pipeline is work in progress.

Frontend Software Engineer | **EonX**, financial technology, remote | May 2022 - Sep 2025

- Team lead, Nov 2022 - Feb 2023: led a three-person team rebuilding every design-system component for the account-to-account payments product of a major Australian card network.
- The accessibility and consistency rebuild was released in February 2023. From Mar 2023, worked on a multi-tenant loyalty and rewards platform, including architecture and auth.
- Worked with product, design, backend engineering and quality assurance (QA), using JavaScript and Vue.

Independent study, Oct 2021 - Apr 2022: trained and ran a BART encoder-decoder on Wikipedia; GPU passthrough to virtual machines for model work; rootless containers for untested open source; IoT on Raspberry Pi and ESP32.

Full-Stack Developer | **Upwork and independent clients** | Mar 2017 - Jun 2021

- Built a Shopify store and a ticket marketplace, with Ionic, Cordova and Angular apps for iOS and Android; Node.js services, Stripe payments, messaging and Google Cloud infrastructure.
- Delivery pipelines with Kubernetes, Docker, Travis and Fastlane; services using Hapi, Nes and Sequelize, with Twilio and Firebase Cloud Messaging.

Web Application Developer | **BitModern**: Angular, TypeScript and D3 interfaces | Jul 2016 - Jan 2017

Frontend Developer | **Recrumatic**: AngularJS, in a remote team across time zones | Oct 2015 - Feb 2016

Frontend / JavaScript Developer | **PROTON+SERVICE**: maps with OpenLayers and Leaflet | Apr 2014 - May 2015

System Engineer | **MTS Group**: billing-system test environments and regression testing | Nov 2012 - Feb 2014

EDUCATION

Bachelor's degree in Computer Science | Modern University for the Humanities | 2007 - 2011

LANGUAGES

English: professional working proficiency; Russian: native or bilingual.

REFERENCES

On request: Aidar Lukmanov, AI engineer and stakeholder, IZIFIT; Vyacheslav Kivaev, frontend team lead, EonX.

AVAILABILITY

Contract via Deel or my registered business; employment with relocation if sponsored. Fixed 4 to 8 hours a day within 05:00-23:00 UTC+7, to 01:00 for US teams; start within a week.