

Yuri Korolev

yuri@yurikorolev.com | yurikorolev.com | linkedin.com/in/yurikorolev | github.com/Snoe0

EDUCATION

Rochester Institute of Technology

Aug. 2023 – May 2026

B.S. New Media Interactive Development, Minor in Finance | Communication Immersion | GPA: 3.9/4.0

Rochester, NY

- **Relevant Coursework:** Data Structures & Algorithmic Problem Solving (I–III), Databases & Data Modeling (SQL), Rich Media Web Applications (REST APIs, NoSQL), Interactive Media Development, Physical Computing (C++/Arduino), Multi-Platform Mobile Development (Dart/Flutter)

EXPERIENCE

Freelance Full-Stack Developer

Jan. 2026 – Present

Korrit Development | korrit.dev

Remote

- Generated \$10,000+ in revenue delivering custom web and full-stack applications and tools using TypeScript, React.js, PostgreSQL, Node.js, Tailwind CSS, and more
- Own client communication, requirements gathering, scoping, and post-launch maintenance across a portfolio of concurrent projects

Game Development Instructor

Jun. 2025 – Aug. 2025

iD Tech Camps

New York, NY

- Instructed 400+ students aged 7–17 across 8 week-long sessions in game development fundamentals using Unreal Engine
- Translated advanced technical concepts (OOP, game loops, physics systems) into accessible lessons for non-technical and adolescent audiences
- Recognized by camp leadership for classroom engagement and ability to keep students focused across week-long technical curricula

Data Analysis Intern

Jun. 2024 – Aug. 2024

Osaka Namarisuzu Seirenshe Co. Ltd.

Osaka, Japan

- Cleaned, restructured, and standardized 200,000+ rows of operational data spanning 10 years of company production records
- Designed reusable data infrastructure and documentation enabling the analytics team to query historical trends directly from standardized data
- Accelerated recurring analysis workflows by 87% through format normalization and automated data pipelines

PROJECTS

RR Metrics | React.js, TypeScript, PostgreSQL, Supabase, OAuth, Cloudflare

Dec. 2025 – Present

rrmetrics.com

- Designed, built, and deployed a full-stack SaaS platform as sole engineer, tracking 5,000+ trades logged by active users
- Improved trader journaling speed and quality by 2x through automated broker data syncing, eliminating manual trade entry
- Implemented secure OAuth authentication and Supabase row-level security policies to protect user financial data, and own end-to-end product development from architecture to go-to-market marketing

RAMPAGE! | Arduino, C++, C#, Unity, Physical Computing

Aug. 2025 – Dec. 2025

rampage.framer.website

- Co-developed an Arduino-powered alternative-controller arcade installation with an 8-person capstone team (4 developers, 4 designers), submitted to alt.ctrl.GDC 2026
- Authored all Unity C# scripts and assembled the game environment from designer-provided assets, translating custom sensor input into real-time gameplay events

Comically Large | JavaScript, PostgreSQL, Projection Mapping, Physical Computing

Jan. 2026 – May 2026

comicallylarge.framer.website

- Shipped an Arduino-based collaborative drawing game as part of an 8-person capstone team, showcased at Imagine RIT and the Interactive Media Symposium with 1,200+ attendees
- Engineered the full gameplay loop including projection mapping onto a shared canvas, and built the hardware integration layer connecting physical tracker input to in-game drawing controls

Algorithmic Trading Platform | Python, TypeScript, REST APIs, WebSockets, SSH

May 2024 – Present

- Built modular trading infrastructure ingesting live market data via WebSocket streams and brokerage APIs, executing multiple automated strategies
- Reduced new strategy development time by 50% through a plug-and-play framework supporting rapid prototyping and backtesting against historical price data

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, Python, C#, C++, SQL, HTML/CSS

Frameworks/Libraries: React.js, Next.js, Node.js, Express.js, Tailwind CSS, p5.js, Flutter, pandas, NumPy

Developer Tools: Git, GitHub, Docker, Cloudflare, REST APIs, OAuth, WebSockets, SSH, PostgreSQL, MySQL, Supabase

Interactive / Hardware: Unity, Unreal Engine, TouchDesigner, Arduino, Projection Mapping

Design: Figma, Adobe Photoshop, Illustrator, Premiere Pro

Certifications: Adobe Certified Professional — Photoshop, Illustrator, Premiere Pro, Visual Design