Alexey Pozdnyakov

Dependable Game Developer with more than 11 years of experience.
Stated developer carrier as AS 3 developer and after 4 years switched to Unity3d. Have deep knowledge is C# and Unit as well as a full circle of Game Development.

Israel, Tel-Aviv
+972 532715799
aleksei.pozdniakov@protonmail.com
linkedin.com/in/alexey-pozdnyakov-00963055

EXPERIENCE

VK, Remote — Developer

APRIL 2020 - PRESENT

Ported a bunch of games from Macromedia Flash to Unity3d WASM.

Made 3 mobile game prototypes.

Currently working on tactical RPG mobile game.

Tech stack: Unity3D, WASM, UniRX, Zenject, Addressables

Advalange, Moscow — *Developer*

JULY 2019 - APRIL 2020

Developed automated workflow solutions that empower laboratories to achieve more.

Make stable real instrument simulation using Unity3d, WPF and MEF.

Tech stack: Unity3D, C#, WPF, MEF

Artteam, Moscow — *Developer*

SEPTEMBER 2017 - JULY 2019

Made application for interior presentation which helps people to choose the style of their accommodation using VR and XR tech in Unity.

The application runs on iOS, Android and HTC Vive platforms.

Tech stack: Unity3D, Zenject, VR, AR, Blender, Photoshop

CrazyPanda, Moscow — *Developer*

APRIL 2017 - OCTOBER 2018

Took a part in the casual game development team.

Tech stack: Unity3D, Zenject, UniRX, Behaviour Tree

Ironuts, Moscow — *Developer*

MARCH 2015 - AUGUST 2017

Worked on mobile games and done three RPG and one Casual game as Team lead.

PET PROJECTS

https://play.google.com/store/apps/details?id=com.Pimax.PickMaster

https://play.google.com/store/apps/details?id=com.PiMax.StainedGlassPuzzle

https://play.google.com/store/apps/details?id=com.pimax.flexhit

SKILLS

Unity3D
C#

UniRX

Zenject

OOP/SOLID/MVP

Shaders/ URP /HDRP

Git

LANGUAGES

Russian – native

English –B2