

# Anastasia Valishina

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## Summary

- Strong background in Unity development with a focus on UI
  - 3 years of practical experience on large codebases
  - End-to-end game development
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## Experience

### Projects as Solo Developer

[Shut The Box](#) on Steam

released 11.2024

Features:

- Full-cycle game development
- Made on Unity
- Hotseat mode, championship, adaptive UI, animations, saving system

[Recipe Management app](#)

released 08.2024

Features:

- Blazor WebAssembly for the front-end
- ASP.NET Core Web API secured with JWT for the back-end
- MS SQL Server database accessed via Dapper
- Bootstrap 5, HTML5, and CSS for responsive design and styling
- Detailed description and code is [here](#)

### Unity Developer

05.2021 – 05.2022

[Nexters \(GDEV\)](#)

Project: [Hero Wars – Hero Fantasy Multiplayer Battles](#)

Responsibilities:

- Implemented client game features
- Supported in-game events
- Contributed to team planning and feature breakdown
- Utilized Unity assets and RSX graphics (Adobe Animate, Flash)
- Converted RSX assets for Unity integration
- Developed unit tests

### UI Unity Developer

04.2019 – 09.2019

[Azur Games](#)

Projects:

- Jurassic Monster World: Dinosaur War 3D FPS ([App Store](#) / [Google Play](#))
- Dark Days: Zombie Survival ([App Store](#))
- Space Armada: Galaxy Wars

Responsibilities:

- Prepared and optimized graphics to develop UI
- Constructed Unity interfaces based on mockups
- Developed UI animations and visual effects for improved user engagement
- Adjusted GUI for various mobile device screen resolutions

### UI Unity Developer

08.2018 – 03.2019

[My.Games](#)

Projects:

- [Hawk: Freedom Squadron](#)
- [Space Justice: Shooter](#)

Responsibilities:

- Prepared graphics and built mobile game graphical interfaces in Unity using mockups
- Developed basic animations to enhance user experience
- Produced technical documentation for UI elements
- Led the implementation of UI features, ensuring their successful integration

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## Skills

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|-----------------------|-------------------|------------------|
| • Unity               | • Asana           | • TMPPro         |
| • C#                  | • Confluence      | • HTML5          |
| • Git                 | • .NET            | • OOP            |
| • Visual Studio       | • Design patterns | • Layout Design  |
| • Google Docs, Sheets | • Adaptive UI     | • Teamwork       |
| • Adobe Photoshop     | • JSON            | • Self-education |
| • Figma               | • DI (Zenject)    | • Communication  |
| • Jira                | • Asset bundles   | • UI animations  |
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## Courses

2024 [C# .NET Core 8 with MS SQL](#), Udemy

2023 [Unity RPG Inventory Systems: Intermediate C# Game Coding Course](#), GameDev.tv

2023 [RPG Core Combat Creator: Learn Intermediate Unity C# Coding](#), GameDev.tv

2022 [Team Kanban Practitioner](#), Neogenda

2021 [Complete C# Unity Game Developer 2D](#), GameDev.tv

2020 [Unity C# Survival Guide](#), Unity Learn

2018 [Introduction to C#](#), Microsoft on edX

2018 [HTML5.0x: HTML5 and CSS Fundamentals](#), W3Cx on edX

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## Languages

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|----------------|---------------|--------------------|
| • English (C1) | • French (B2) | • Russian (native) |
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