General Info

- **Full Name:** Anton Skudarnov
- **Date of birth:** 06.09.1996 (22 years)
- **Place of birth:** Almaty, Kazakhstan
- **Residence:** Innopolis, Russia
- **Position:** Student (Innopolis University)
- **Main field of interests:** Game Development
    - Game design
    - Game Programming
- **Contacts:**
    - Email: a.skudarnov@innopolis.ru
    - Telegram: @DanMagor
    - Personal Site: skudarnov.me
- **Ready for relocation**

Education:

Time period	Place	Faculty	Degree
2016 - Present	Innopolis University	Computer Science	Bachelor
2015 - 2016	Siberian State University of Telecommunications and Information Sciences(Novosibirsk)	Computer Science	Bachelor
2012 - 2014	Central Asian economic technical college (Almaty)	Tech-Programming	Pre-bachelor

List of courses that I've passed available here

Work Experience:

Position: *Game designer Intern*
In: *Fair Games Company*
Period: *2018 Summer*
My work:

I worked on the part of "Start-up Simulator". I **developed sites** for in-game internet simulation. Also the big part of my work was **mini-games**. During the internship, I designed such mini-games as: "bar darts", "drag-racing", "board game", "isometric shooter" and several others. The main idea of these mini games was that there was correlation between mini-game results and player's relationships with characters in the game.

Position: *Software Engineer/Game designer*
In: *Innopolis University Student Affairs Office*
Period: *2017 Summer*
My work:

I led the team that worked on the text quest in **telegram bot**. This bot was designed for the freshman students of university for easier adaptation and inforamtion sharing. We used **Telebot API** and **Python** language for implementation. I was responsible for architecture, programming and game design parts of the project. As the result we had ready for use telegram bot based **text quest**.

You can find detailed description in portfolio section and playable version here: @HelloFreshmanBot
(after '/start' command wait 5-10 sec until bot starts on server. It takes some time because bot is deployed on free Heroku server.)

Skills:

Programming	Game Development	Software	Other
C++	Gameplay Programming	Unity Engine	Team Management
Python	Proced. Content Gener.	Unreal Engine(Basics)	Agile Methodologies
C#	Mechanics Design	Git	Video Editing
Java	Balance	Adobe Premier	Youtrack, Trello

Languages:

- Russian (native)
- English (fluent)

Hobbies. Activities. Volunteering:

- Innopolis Indie Gamedevelopment Club Deputy. 2017-present.
- Leader of Parkour and Cheerleading Student Clubs. 2016-present.
- Chairman of Student Assoctiation Council in Innopolis University. 2017-2018.
- Innopolis Global Game Jam Organization. 2018.
- DevGAMM Conference Volunteer. Moscow 2017, Minsk 2017, Moscow 2018, Minsk 2018.

Main Projects:

Wild Card

Multiplayer wild west style mobile game with cards. The game made player think strategic but fast in the same time. Player have to choose one of three cards depends on game situation and enemy cards.

Red Thread

Point and click puzzle quest where player plays like Cupidon without "love arrows". So, the player need to create situation in which people love each other. And it's really hard task to find truly soulmates! «BEST STORY» winner according to Global Game Jam Innopolis 2018.

Other Projects:

You can find my other projects in Portfolio section on my site.

In case if links are broken, you can find them here: http://skudarnov.me/about/