

Tatarinov Grigory

Uneexpff@gmail.com • <https://www.linkedin.com/in/grigory-tatarinov-746a331a0/>

Game developer

TECHNICAL PROFICIENCIES

Development: .NET, C#, Unity

Art: 3DS Max, Spine

PROFESSIONAL EXPERIENCE

Banzai.Games (Nekki) - Moskow, Russia

Unity Developer (Jan 2020 - Present)

In this company I am developing a new game project - Shadow Fight Arena.

I am on the meta gameplay development team. I joined the company at the start of working on the game, and we have successfully released it in November 2020.

I was developing many meta – features like advertising, payments, bonuses, chests, in-app purchasing, notifications, shop, daily bonuses, roadmaps and battle pass and other features like UI optimization, navigation, animations, etc. I have builded a great architecture that is easy to use and to test.

Here I've met the best programmers and learned the best architectural decisions, I got big experience working on meta features, optimization, all about the low-level operation of the language.

Google market:

<https://play.google.com/store/apps/details?id=com.nekki.shadowfightarena&hl=ru&gl=US>

App Store:

<https://apps.apple.com/ru/app/shadow-fight-arena-%D0%BE%D0%BD%D0%BB%D0%B0%D0%B9%D0%BD-%D0%BF%D0%B2%D0%BF/id1479050948>

DreamPort - Yekaterinburg, Russia

Unity Developer (Feb 2019 - Jan 2020)

Technologies: C#, C++, HTTP Client, VR, AR, Client-server, GIT, SVN, WEB-GL, Protobuff

I started to work in this company with no experience with server-client development and my first project was big client-server application, this was a study project called "Stereometry", in this project, there was student on client side that was solving teachers tasks that were created in Unity and uploaded to the server. I have created all client logic and processing and receiving information, also I was participated in creating core game logic (creating

geometrical objects, etc.) I got a lot of experience working with client server architecture, json, Http Client, geometry and VR.

My next project in this company was a multiplayer trainer game for oil station workers, it was called OGWS (oil, gas and water shows), to prevent critical situations with OGWS we started to create a multiplayer trainer to simulate emergencies that can happen in real life at oil stations. We have developed our game server and ran it in the web. Like in the previous project, I have created all client – server logic, processing and receiving information, I wrote client's synchronization and movement interpolation, I wrote state machine for the game scenarios, also I was participated in creating game logic and UI. I learned about new things like WebSockets, net code optimization, client – server and p2p, clients synchronization. At the end of this project, I was the one who was responsible for the success of the project and supervised the work of other participants. It was a very interesting project.

Projects:

- <https://www.youtube.com/watch?v=VYuuqfJQPuI>
- <https://www.youtube.com/watch?v=vokEXBpIRzk>
- <https://www.youtube.com/watch?v=QWiRpFjlpc8>

Key Achievements:

- Successfully delivered projects meeting deadlines.
- Created a multiplayer VR with our own server, created State-machine for a scenario.
- Integrated team-wide code style
- Integrated many architecture solutions that can be re-used in many projects.
- Created a web educational platform for students, where teachers can create custom tasks, and educate students remotely.
- I migrated most projects from the old SVN codebase to GIT repository and taught people how to use it.
- Participated in communication with the customer and discussed the main points in the work on the project

Life Image Studio - Yekaterinburg, Russia

Unity Developer (July 2018 - Feb 2019)

Technologies: C#, VR, GIT, 3Ds Max, SQL, Animations

After I released my own game, I decided to continue to work in game development and to study C# and Unity.

I was employed in Life Image Studio company as a Unity programmer.

I was developing projects for a specific customer, this was my first company, it was small - only 4 people.

My role was to build the core game logic and UI. In this company I learned the basics of 3D modelling and animations, I was learning and working with data bases, I got big experience in coding on C# and working in Unity. After finishing my first project, I passed my probation

continued...

period and my salary increased. My skills were growing and I decided to make bigger projects and solve more complex tasks.

Projects:

- <https://www.youtube.com/watch?v=QzIYwr8n-RY>
- <https://www.youtube.com/watch?v=2E6-hnf8JIU>

Key Achievements:

- Successfully delivered projects meeting deadlines.
- Replaced the old localization system and created the new one.
- Integrated new animation system Dotween and teach people how to work with it.
- Integrated GIT and teach people how to use it.
- Created a mobile app for scientists using SQL-lite.

Freelance, self-employed - Russian Federation, Yekaterinburg

Unity Developer (Jan 2018 - July 2018)

Technologies: C#, Android, IOS, 2D animations

I was studying C# and graphics programming at the Ural Federal University and also, I studied by myself. I started developing my own project in Unity. I completed many courses and tutorials. My goal was to release my game on Steam and google play, when I managed it, I decided to find a job.

Projects:

- https://store.steampowered.com/app/946170/Papper_Balls/
- <https://play.google.com/store/apps/details?id=com.GreenineGames.PaperBalls>

Key Achievements:

- Successfully developed and released my own game on Steam and Google play.

EDUCATION

Master of Applied Computer Science
Ural State University, Yekaterinburg, Russia

