





# Igor Doslov

PROGRAMMER

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-  [Igor Doslov](#)

## PROFILE

I'm a programmer who specialises in gameplay programming. I'm passionate about programming because it allows me to create and be part of something I care about - games. I enjoy problem-solving and working as a team. My goal is to work on fun games that I am passionate about while learning from others in the gaming industry.

## SKILLS

### Technologies

- Unity
- Visual Studio
- C#
- C++

### Source Control

- Git
- Branching
- Merging

### Collaboration

- Sprints
- Standups
- Agile workflow

## WORK EXPERIENCE

### GAME PROGRAMMER

July 2021 - Nov 2021

#### *4th Dimension - Student Project: Wasteland Wanderer*

- Collaborated with a team of seven from Proof of Concept to Gold.
- Identifying and solving bugs.
- Worked within the Unity engine.
- Used source control to manage code with other team members.

### GAME PROGRAMMER

Sep 2019 - Aug 2020

#### *Pyrite - Student Project: Earl the Teabag*

- Collaborated with a team of five from Proof of Concept to Gold.
- Worked to a client brief.
- Participated in daily stand up meetings while working to a schedule.
- Adhered to coding standards.

## EDUCATION HISTORY

Feb 2021 - Dec 2021

### Advanced Diploma of Professional Game Development, Specialising in Programming Academy of Interactive Entertainment

Feb 2020 - Dec 2020

### Diploma of Digital and Interactive Games, Specialising in Programming Academy of Interactive Entertainment

Feb 2012 - Dec 2015

### Bachelor of Digital Media UNSW