CSU33012 Biography - Alexey Pajitnov
Kevin Wang
19333576

Alexey Leonidovich Pajitnov is a video game designer, video game developer and computer engineer who is best known for the creation of *Tetris* in 1984. He has also worked on many other games for Nintendo, Bullet-Proof Software and Spectrum Holobyte.

Alexey was born on the 16th day of April in 1955 in Moscow, in the Soviet Union. Both of his parents were writers, but Alexey was more mathematically inclined. He showed in interest in games and enjoyed problem solving and puzzles from a young age.

At age 11, Alexey's parents divorced. This was a hard time for him. He lived with his mother for several years in a one-bedroom apartment before moving to a bigger private apartment at the age of 17. He then went on to study Applied Mathematics at the Moscow Institute of Aviation. Young Alexey was very happy studying this course and went on to receive his Masters degree.

After graduating, Alexey worked on speech recognition at the Moscow Academy of Sciences starting in 1979. Him and other researchers would write test programs in order to test computing capabilities of new equipment. As Alexey was very interested in games, this gave him the excuse to write and make games.

During Alexey's spare time, he began to work on the foundations of what will become one of the best selling games in the world. In his childhood, he played a game called pentominoes, a game where you create pictures with its shapes. He used this as his inspiration to create his game. Using an Electronika 60 at his workplace, he made the first version of the computer game *Tetris* in June 1984. Alexey was very happy with his creation and shared it with his colleagues, who all became addicted to it.

The first version of *Tetris* was in black and white, so Alexey wanted to make a colour version on an IBM Personal Computer. He then met an intern named Vadim Gerasimov who helped him with it. The game was first released in the Soviet Union, and it was then available in the West in 1986.

CSU33012 Biography - Alexey Pajitnov

Kevin Wang
19333576

Alexey decided to move to the United States in 1991 and settled in Washington State. He was very excited about leaving his country and living somewhere new. In 1996, along with Henk Rogers, founded The Tetris Company. He was finally able to collect royalties from his game as he was not allowed to previously in the Soviet Union. Alexey was delighted by this.

Alexey then went on to produce games with other companies such as Nintendo, where he helped with the puzzle design in the Super NES version of *Yoshi's Cookie*. He also joined Microsoft as a game designer. He designed various games such as *Pandora's Box* and *MSN Mind Aerobics*. He left the company in 2004 but came back in 2006 to assist on the Xbox 360 version of *Hexic*. In 1996, he was named the fourth most influential computer game developer of all time by GameSpot.

Alexey is married to his wife Nina. He values his relationship with his wife and children a lot. He is a great husband and enjoys his time with his family. He had two sons, Peter and Dmitri. Unfortunately, in 2017, Alexey experienced his worst loss. Dmitri died in a skiing accident on Mount Rainier. He and his family were devastated by this loss.

The story of Alexey Pajitnov's life is very inspiring to me. I am also very interested in video games and would love to develop games as well in the future.

Sources:
https://tetris.com/bios#alexey
https://www.celebsagewiki.com/alexey-pajitnov
https://mddailyrecord.com/alexey-pajitnov-net-worth-girlfriend-wife-kids-height-weight-age-gay-bio-2021-2022-2023