

Andrey Zamyatkin

Chelyabinsk, Russia
+7(902) 618-18-82
scale_@mail.ru

For a couple of decades, since school, I have been doing programming, and have been doing this professionally for about 10 years. During this time, I have studied and tested many programming languages, ranging from Basic and Pascal to Java, C # and C ++. Most of my professional activity is the development of networked computer and mobile games (ActionScript, Java, C ++, C # Unity3D, UnrealEngine). I am quite familiar with computer graphics and have experience with OpenGL, DirectX 9-11. I am involved in the development and maintenance of a game server implemented in C ++ and MySQL. I am well acquainted with Web development tools, NodeJS, Javascript, TypeScript, React, Angular and also has experience in native development for mobile devices on Android & iOS.

I am interested in AI as a hobby. Almost every year I participate in the "Russian AI Cup" competition.

EXPERIENCE

Rockstone, CTO & Software Engineer

01/2018 - Present

- Creating the architecture of the products.
- Establishing best practices.
- Training, coding, code reviews.
- Work optimization on Software Developers and UI designers

Rockstone, Lead Software Developer

06/2011 - 01/2018

- Developing game client with Unity3D/C# and server side with C++.
- Developing internal tools for Analytics, Continuous Integrations & Automated Testing.
- Full-stack developer of internal Web Services.
- Expertise in writing technical documentation and user manuals.
- Improve performance of existing applications.
- Preparing and executing test cases.
- User Interface Development.
- Writing scripts for diverse tasks.
- Carry out quality assurance tests to discover errors and optimize usability.
- Analyzing customer requirements.

SKILLS

C++/C#
DirectX/OpenGL
iOS/Android
Unity3D/Unreal Engine
JavaScript/TypeScript/React/
Angular/Vue.js

LANGUAGES

English, Russian, Deutsch
(A1)