VLADISLAV SHAKUROV
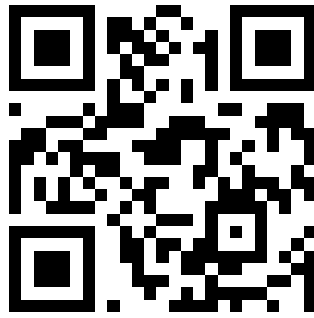
UNITY/C# DEVELOPER

- *+995 (599) 01-83-40*
- *shakurov.ve@gmail.com*
- *Telegram: @lminta*

EXPERIENCE

Unity/C# Developer

Gamification Lab | Sber

October 2021 – Present

- Implemented game logic for social mobile projects
- Supported server APIs
- Developed UI
- Integrated third-party SDKs
- Optimized projects and maintained legacy code
- Implemented social media authentication
- Developed custom media transfer protocol
- Created rapid prototypes

Instructor-Consultant

School 21

April 2020 – August 2020

- Evaluated over 40 student projects and ensured academic integrity during the transition to online learning

SKILLS

- Game Engines: Unity3D
- Programming Languages: C#, C/C++
- Networking: KCP (RUDP), Client-Server Architecture
- Performance Optimization: Profiling, Refactoring
- Third-Party Integrations
- Libraries & Tools: SDL2, OpenCL, DSPGraph (Unity's low-level audio engine)
- Git, Atlassian Jira, Confluence

LANGUAGES

- Russian - Native
- English - Professional Working

EDUCATION

- Lomonosov Moscow State University (MSU) | Physics
- School 21 | Programming course