



# Solovyev Ilya Aleksandrovich

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## About me

I like to study and learn something new, usually try to do it quickly and productively. I am meticulous and responsible and always control the development process. I like to delve into details and understand the intricacies of production technologies.

Regarding game development, I have always been interested in how this or that game works backstage. Thus, I have been creating my own game projects for 2 years. Also, recently I started studying the development of applications for the Androin OS with Kotlin and Java programming languages.

I try to lead a healthy lifestyle, do sports. I always try to find a common language with people around me. I read fiction, comics, technical literature, I like to watch movies, TV series, animated series.

## Education

**2019** - graduated from the 9th grade of "School №947", Moscow, CGPA: np;

**2020 - 2021** - 10 - 11th grade (engineering specialization) "School №947", Moscow, CGPA: 5.0/5.0;

**2021** - pr. time - RTU MIREA, IKB.

Field of study: 09.03.02 "Information systems and technologies".

Specialization: "Visual programming technologies".

Graduating department: KB-14 "Digital data processing technologies".

## Work Experience

Over the past two years, I have been regularly creating various projects to develop and test my own skills, here are some examples of my work:

- Racing game "Racing Drift";
- 2D platformer "The Legend of the Darkest Night";
- 2D adventure "Down the Deep";
- Mobile hypercasual game "Save Circle".

## Skills

Programming languages: C, C++, C#, Python.

Programms: Unity, Adobe Photoshop, JetBrains Rider, Android Studio, Microsoft Visual Studio.

# Languages

- Russian (native);
- English (C1).

# Additional

**2019** - computer operator courses based on the school, the training period is 9 months.  
Qualification - computer operator of the II category.

**2019** - pr. time - official course about Unity.

**2022** - School 21 intensive.

# Projects

All my main projects are represented here:

[m1estere.itch.io](https://m1estere.itch.io); [indiedb.com/members/m1estere](https://indiedb.com/members/m1estere); [gamejolt.com/@M1estere](https://gamejolt.com/@M1estere).

1. Racing Drift. Racing game. ([m1estere.itch.io/racin-drift](https://m1estere.itch.io/racin-drift))
2. The Legend of the Darkest Night. 2D platformer. ([m1estere.itch.io/tlotdn](https://m1estere.itch.io/tlotdn))
3. Down The Deep. 2D underwater adventure. ([m1estere.itch.io/down-the-deep](https://m1estere.itch.io/down-the-deep))
4. Save Circle. mobile 2D hypercasual game. ([m1estere.itch.io/save-circle](https://m1estere.itch.io/save-circle))

Also, many smaller projects are represented on this page [play.unity.com/u/M1estere](https://play.unity.com/u/M1estere).

In addition, I took part in different competitions on game development and have successful results.

# Certificates

Game development using Unity Engine:

- Школа Будущего (победитель);
- IT-старт (призер);
- Ресурсосбережение (призер);
- Юные Техники (призер).

HSE courses:

- Программирование на Python;
- Защита информации.

Stepik:

- Easy way to technical writing;
- Безопасность в интернете;

Other:

- Конкурс предпрофессиональных умений (инженерный класс) (призер);
- Олимпиада национальной технологической инициативы (Талант 20.35) (призер);
- Успешное участие в дистанционном этапе демонстрационного экзамена по направлению «Программирование»

# Links

- Github: <https://github.com/M1estere>
- CodeWars: <https://www.codewars.com/users/M1estere>
- Google Developers: <https://developers.google.com/profile/u/m1estere>
- Youtube: <https://www.youtube.com/channel/UCi3J1FxEFC-6flig5IvjbSg?app=desktop>