

Michail Eremin

Programmer

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Education

Math Engineer

Lipetsk State Technical University

2010 - 2015

Languages

- Russian (Native)
- English (Intermediate)

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📁Experiences

Unity developer

2017-07 - 2018-02

Worked as programmer on casual mobile game from zero to app stores

Available on Android and iOS

<https://itunes.apple.com/us/app/stack-town/id1217006582>

<https://play.google.com/store/apps/details?id=com.imbalab.stack.town>

Game programmer

2016-03 - 2016-08

Own project

Developed casual puzzle game on Phaser.js, works in desktop and mobile browsers

Available at http://y8.com/games/lomb_of_the_universe

Fullstack Javascript Developer

2015-07 - 2016-11

Own startup

Worked on gambling site

Node.js backend with MongoDB and RabbitMQ, Vue.js frontend

Project are down now

Fullstack Javascript Developer

2014-03 - 2014-10

Worked on in-house landing page constructor

Node.js backend with MongoDB, vanilla.js frontend

Junior PHP Developer

2013-04 - 2013-09

Intaro

Worked with Symphony framework and maked tweaks of sites monitoring system

<https://github.com/intaro/pinbound>

🧠Skills & Proficiency

Unity

C#

Lua

HTML5 & CSS

JavaScript

Node.js

React.js

MongoDb

Git

SQL