

OLEKSANDR KROTOV

Game Programmer

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<https://github.com/Oleksandr-Krotov>

oleksandr-krotov-dev (LinkedIn)

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EDUCATION

NATIONAL ACADEMY OF STATISTICS,

ACCOUNTING AND AUDIT

Bachelor 2011 – 2015

Statistic and Math Analysis

UNIT FACTORY(École 42)

2016 – 2018

Software Developer

SKILLS

Technical skills:

- C# and C/C++
- Unity / Unreal
- OOP / SOLID / KISS / DRY
- Design Patterns
- CG / Shaders / VFX
- Network: Client/Server/TCP/UDP
- Version Control such as git, svn
- Visual Studio / JetBrains(CLion, Rider etc.)
- Work OS: Linux / Unix / Windows

Additional skills:

- Game Logic
- Math
- Develop: AR / VR / Mobile / Desktop

Personal skills:

- Ability to work in a team environment
- Good communication skills, team player
- Creative and open-minded
- Hardworking and highly productive
- Flexible

Languages:

- Ukrainian - Native
- Russian - Fluent
- English - Intermediate
- Deutsche - Basic

EXPERIENCE

Saber Porto

Porto | C++ Unreal Developer 09/2022 – Present

- Developed network architecture
- Optimized bandwidth
- Managed basic and complex replication
- Resolved bugs
- Conducted code reviews
- Experience working with PC, PlayStation, Xbox

Projects:

[Dakar Desert Rally](#)

Bini Bambini

Remote | C# Unity Developer 11/2020 – 07/2022

- Create mobile applications
- Application Layout Design

- Feature Implementation
- Optimization
- Backlog Grooming
- Implementing Analytics and Remote(FB, Unity, Facebook etc.)
- Implementing 3rd party modules and packages
- Bug fixing
- Code Review
- CI/CD

Argentics

Kyiv | C# Unity Developer 10/2019 – 10/2020

- Create mobile applications
- Application Layout Design
- Implementation Client/Server applications
- Optimization
- Estimate tasks and responsibility for implementation on time
- Creation and development of VFX and animations
- Augmented reality application development
- Fix bugs during development and in production

Projects:

[Game Portal](#)

[Sun Flower](#)

ARVI

Kyiv | C# Unity Developer 01/2018 – 10/2019

- Create and improve tools as necessary to support specific features/systems
- Create Shaders and Effects
- Level Design
- Optimization
- Provide technical input and support in the development, implementation and running of state of the art audio / visual and immersive systems
- Fix bugs during development
- Contribute ideas in a collaborative, supportive team environment

Projects:

[LastDayDefense VR](#)

[Signal Lost](#)