VASILIY KUZNETSOV

I'M FOURTH YEAR STUDENT AT BACHELOR OF 'APPLIED INFORMATICS' IN VLADIVOSTOK STATE UNIVERSITY
I HAVE PLEASURE IN DEVELOPING GAMES AND WEB-SERVICES, AND EXPLORING NEW THINGS
TAKING A LEADING ROLE AT ALL UNIVERSITY/FREELANCE PROJECTS, LIKE TO KEEP EVERYTHING UNDER CONTROL,
BUT KNOW HOW TO DELEGATE.

- EXPERTISE IN OBJECT-ORIENTED ANALYSIS AND ARCHITECTURE.
- PROFICIENCY WITH DATABASE ARCHITECTURE DESIGN.
- EXPERIENCED WITH SOFTWARE DEVELOPMENT. EXPERTISE IN OBJECT-ORIENTED
  ANALYSIS AND ARCHITECTURE, OOP, HIGH-CONCURRENCY, MULTI-THREAD SOFTWARE.
- LEADERSHIP AND TEAM MANAGEMENT EXPERIENCE. DONE A LOT CODE-REVIEW, KNOW HOW TO SETUP
  INFRASTRUCTURE FOR A PROJECT.
- UNIX-SYSTEMS MAINTAINING AND ADMINISTRATING.

CONTACT INFO

🌐 https://github.com/RunoLight

✉ vasily.light@yandex.ru

SKILLS

C#
Unity
Unity Profiling
Unity Build size optimization
Unity RAM optimization
DoTween
UniRx
MonoGame
ASP.NET
API development
HTTP, Websocket (SignalIR)

Java
Minecraft forge

C++
Embedded development
Real-time OS
Multi-threaded development
High concurrency client apps

Node js
Express
Webpack
Linux
MySQL
Postgresql
MongoDb
Redis
DB architecture, management
CI/CD

Leadership
Management
Algorithms and data structures

💼 EXPERIENCES

Middle Unity C# developer

present — january 2021

AppFox   📍 Moscow, Russia

- Development mobile projects for IOS and Android
- External SDK or services integration
- Estimating features and project cost
- Creating business logic, gameplay features, game-design tools, prototyping
- Planning and implementing game functionality
- Doing code reviews, work close with server architects and team
- Identifying and fixing code errors and game bottlenecks. Optimizing RAM and build size
- Ensuring products conform to high industry standards

Javascript software engineer

dec 2020 — may 2020

Ini agency   📍 (remote) Poland

- Created service for management employees to ease business processes
- Cleaned up technical debt: refactored modules, optimised database queries and indexes to ease developer's work
- Business logic decomposition and organization
- Created widget to attract clients from external sites
- Designed & implemented new features across back-end and front-end

Embedded systems Software Engineer, Image Quality Department

may 2020 — oct 2019

Rhonda software   📍 Vladivostok, Russia

- Implementing sensor features for Rhonda SDK
- Implemented tools to simplify image quality graphics analysis.
- Improved performance of auto-focus and optical zoom adjustment algorithms
- Implemented fixed mode for cameras without calibrations to work properly without Image Quality component

📁 SELECTED PROJECTS

Gastro systems

2021 — 2020

Ini agency

- ERP project "Gastro Systems" for Ini.Agency. A system that allows control their employees effectively
- DB architecture, business processes, setup back-end, front-end, CI/CD, working on a back-end
- NodeJS, Express, PostgreSQL, Redis

🎓 EDUCATION

Bachelor in Applied informatics

present — 2018

Vladivostok State University of Economics and Service   📍 Vladivostok, Russia

- Grade average: 87.22%
- Receiving personal scholarship
- Leader and captain of competitive programming team and other projects

Online courses

present — 2020

Coursera   📍 (remote)

- Unity: Rapid Gameplay Prototyping
- University of Colorado System: Inclusive Leadership
- Computer Science Center: Algorithms and data structures

HOBBIES

IOT
GameJams
3D modeling