Aliaksandr Shumski

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https://sasha-shum.github.io/website/

Education

Rochester Institute of Technology – Rochester, NY
Bachelor of Science in Game Design & Development, August 2017   **GPA**: 3.91/4.00
- Dean's List Fall 2014, Spring 2015, Fall 2015, Spring 2016

Westchester Community College – Valhalla, NY
A.S. Computer Science, May 2014   **GPA**: 3.97/4.00

College of Business and Law – Brest, Belarus
Computer Science, September 2008 – January 2010

Relevant Courses

Level Design (Hammer, Unreal, Unity, JCS, Creation Kit)
Data Structures and Algorithms for Games and Simulation (C++)
Game Design & Development (Unity, Unreal)
Interactive Media Development (Unity, C#)
iOS & tvOS Game Development (Swift)
Rich Media (JavaScript & Canvas, PHP)

Experience

QA / Development Support at Naughty Dog   (Yoh services) March 2017 – Present
- Shipped one AAA title (Uncharted Lost Legacy) as well as 3 DLC and over 20 live updates for Uncharted 4. Also worked on another internal project.
- Helped with Russian Localization while working on The U4: Lost Legacy game
- Closely worked with designers on both projects in order to find flaws and balance some of the features in both games.
- Went through the whole process of game creation (starting from a blockmesh and ending fully playable game)
- Extensive work with database as well as creation of the reports about the multiplayer part of the Uncharted Lost Legacy using (Logstash, elastcSearch, Kibana)
- Assured the game quality and found its flaws before the game goes to public.
- Identifying bugs and prepare reports for designers and programmers.

Teaching Assistant/Grader: Game Dev & Algo Prob Solve,   August 2016 – December 2016
- Assist professor during lectures and help students during and outside of class.
- Grade students' homework and in class exercises for 30 students.

Solid Viable Transportation,   September 2010 – January 2012
- Responsible for the content and regular updates of the company's website.
- Created and designed visit cards, receipts, applications.

Brest, College of Business and Law   October 2008 – January 2010
- System Administrator responsible for troubleshooting, repairing & upgrading hardware for over 50 workstations. Built over 250+ PCs in a variety of operating systems.
- Provided educational software for professors.

Personal Projects

Zombie World
- FPS experience in zombie setting demonstrating responsive AI and Level Design.

The Creature
- Puzzle-action platformer for Production Studio group project. Responsible for inventory system, grappling hook mechanics and game interface.

GraviBall
- iOS physics game with multiple menu/level screens, different physics effects, and custom design and mechanics.

Computer Skills

Programming Skills: C++, C#, Java, HTML, CSS, JavaScript, Swift
Operating Systems: Linux, All Windows Versions, Mac OS
Software: Unreal Engine, Hammer SDK, Visual Studio, Unity, Maya, Mono Dev, Xcode 7, Processing, Photoshop, Vegas Movie Studio, MS Office, Movie Maker, Dreamweaver, DevTrack, Kibana, Logstash, ElasticSearch

Achievements

- Recipient of numerous scholarships (WCC Foundation Gateway Scholarship Spring 2012, Harold L.Drimmer Scholarship - Fall 2012 and Spring 2013, Ed Kelly Memorial Scholarship Fall 2014).
- A member of PHI THETA KAPPA Honor Society since 2013
- Named Karate Champion of Belarus twice; won over 35 regional Karate championships.