Yury Kolomeytsev
Russia, Astrakhan
Timezone: GMT+4
E-mail: shytun@gmail.com
Blog: https://flawed.blog

Education:

- 2009 - 2013 **AKVT** (computer science college)
- 2016 - 2021 **Astrakhan State University** (Bachelor of Science in Information Systems and Technologies (Computer Science))

Professional experience:

- 2014 - 2016 *Programmer* (**freelance** (*Remote*), **Accord** (*Office*))
- 2016 - Feb 2018 *Programmer and Technical Director at* **LazerGussStudio**/**BeagleGames** (*Office*)
- June 2018 - Feb 2020 *Programmer* at **Last Breath Studio** (*Remote*)
- March 2020 - Present *Programmer* at **Carlo Sunseri LLC** (Remote)

Skills:

- 8+ years of experience with Unity/C#
- Gameplay code
- AI, UI and pretty much everything else people expect from indie Unity dev
- Git, Plastic SCM
- FMOD
- Can write some simple shaders
- Little experience with C++ OpenGL

Game projects:

- 2014 *"Alien West"*, Programmer, co-creator (team of 2)
  Game Jam WebPlayer/Android game, single-player

  Responsibilities:
    - Have fun
    - Code
    - Try to win

- 2016 - 2018 *"Pilam Sky"*, Technical Director and Programmer (team of 6)
  Single-player, local co-op game for PC

  Responsibilities:
    - Programming basically everything from gameplay scripts to shaders
    - Communicating with artists and designers
    - Delegating work to junior programmer

- 2018 - 2020 *"Last Breath"*, Programmer (team of 5)
  Single-player, f2p Android game

  Responsibilities:
    - Dealing with legacy code without any documentation and hardly any comment left by previous 4 programmers
    - Bosses AI
    - Tons of gameplay code and even more improvements and fixes
    - Some basic optimization
    - Implementing Appodeal ads
    - Implementing Google's Firebase Analytics and InApps using UMP plugin

- 2020 - 2021 - **"PLL Top Shelf"**, Programmer
  Single-player, IOS

  Responsibilities:
    - Everything code related: gameplay, systems, UI, AI, sound code, etc.
    - Editor tools
    - Simple shaders
    - Mobile native plugins implementation

- 2020 - Present - **Unannounced 3d sport game**, Programmer
  Single-player, PC/Current gen consoles

  Responsibilities:
    - Gameplay code, UI, sound code (FMOD Unity) and design (FMOD Studio)
    - Commentary system implementation using FMOD with a few thousands recorded lines
    - Action replay system implementation
    - Editor tools