Yury Kolomeytsev (Sinev is just a pseudonym)
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My blog: https://flawed.blog

Education:

- 2009 - 2013 **AKVT** (computer science college. BS, but not really)
- 2016 - … **Astrakhan State University** (CS. Going for BS)

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*)

Skills:

- 6 years of experience with Unity/C#
- Gameplay code
- AI, UI and pretty much everything else people expect from indie Unity dev
- Git
- Can write some simple shaders
- Little experience with C++ OpenGL (basically finished learnopengl.com's book, my C++ even worse than my english)
- Have some experience with 6502 assembly (NES homebrew)
- Can model a donut in blender or play main riff of the "Smoke on the water" on both guitar and bass

Game projects (*some of*):

- 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