

IURII KOLOMEITSEV

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Blog: <https://flawed.blog>

Education:

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

Professional experience:

- March 2020 - January 2025 *Programmer* at **Carlo Sunseri LLC** (Remote)
- June 2018 - Feb 2020 *Programmer* at **Last Breath Studio** (Remote)
- 2016 - Feb 2018 *Programmer and Technical Director* at **LazerGussStudio/BeagleGames** (On-site)
- 2014 - 2016 *Programmer* (**freelance** (Remote), **Accord** (On-site))

Skills:

- 11+ years of Unity/C# experience
- Gameplay code
- SFX/Music systems, AI, UI, etc
- Generalist
- Editor tooling
- Git, Plastic SCM
- FMOD
- Mirror (multiplayer)

Game projects:

- 2024 - Present "**Seka II**", 1 and only programmer, co-founder (team of 2)
Online co-op multiplayer (up to 8 players, client hosted server), Steam

Demo available: https://store.steampowered.com/app/3491610/SEKA_II_Demo/

Responsibilities:

Everything code related and more:

- Mirror; Steam lobbies and matchmaking
 - Proximity voice chat using Dissonance with custom doppler calculations
 - Text chat (raw Mirror messages)
 - Steam Audio and simple audio occlusion setup for voice chat
 - Unity New Input System package with rebinding support and controller prompts
 - IKs (Unity Animation Rigging Package) and Unity's ragdolls
 - Cinemachine
 - Localization using Unity Localization package
 - Custom networked persistent inventory/pickup system using soft parenting and IKs
 - Custom stylized sliders and "comboboxes" with keyboard/gamepad support
 - Networked "gizmos"
- 2020 - 2025 - **Unannounced 3d sport game**, Programmer
Single-player/Local Co-op/Local PvP, Current and past gen consoles (green and blue)

Responsibilities:

- Gameplay code (fixes, new features and polish), AI (fixes and improvements), UI (mostly main, pause and quick menus), sfx implementation (FMOD)
 - Action commentary system implementation using FMOD with a few thousand recorded lines
 - Action replay system implementation
 - Cinemachine implementation with a few camera angles (low/medium/high/nosebleed/broadcast/static side camera/dynamically framed etc)
 - Editor tooling
- 2024 "**Cheese co-op clicker simulator**", 1 and only programmer, co-founder (team of 2)
Online co-op multiplayer (up to 100 players, client hosted server), Steam

Steam page:

https://store.steampowered.com/app/3133580/Cheese_Coop_Clicker_Simulator

Responsibilities:

Everything code related and more

- Mirror; Steam lobbies and matchmaking
 - Facepunch steamworks - achievements and stats
 - Localization using Unity Localization package (11 supported languages)
- 2020 - 2021 - **"PLL Top Shelf"**, Programmer
Single-player, f2p, IOS

Responsibilities:

- Everything code related: gameplay, UI, AI, sound code, etc.
 - Editor tools
 - Simple shaders
 - In-apps, cloud saves, leaderboards
- 2018 - 2020 **"Last Breath"**, Programmer (team of 5)
Single-player, f2p, Android

Responsibilities:

- Dealing with legacy code without any documentation and hardly any comments
 - Bosses AI
 - Gameplay code, improvements and fixes
 - Some basic optimization
 - Implementing Appodeal ads
 - Implementing Google's Firebase Analytics and InApps using UMP plugin
- 2016 - 2018 **"Pilam Sky"**, Technical Director and Programmer (team of 6)
Single-player, local co-op, Steam

Responsibilities:

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

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

Responsibilities:

- To have fun
- Code
- Try to win