Mayskaya Sofya

Unity developer

Tbilisi, Georgia | sofyamayskaya304@gmail.com

Work experience

Data analyst, SberBank 02/2022 -08/2022 Built dashboards in Superset and Tableau on key advertising metrics · Developed and maintained the A/B testing system · Held analytical support to existing systems using SQL, Python 06/2020 -Data analyst, Rambler Group 02/2022 · Analysed and optimized advertising campaigns, conducted user segmentation Provided internal analytical support for machine learning team using Python, Tableau · Analysed the results of A/B testing **Academic experience** 2024 Android Game "Primera Vuelta Al Mundo" (Solo Developer) A third-person educational adventure game in Unity C# about the Magellan expedition Programmed core game mechanics and physics (e.g. ship behavior) · Performed rigging and skinning in 3ds Max and Unity for character and object animation · Implemented five engaging minigames within the larger game · Created custom GLSL shaders to enhance visual fidelity 2023 Android Game "Druck" (Team of 6) A party-game with different minigames made in Unity C# · Implemented and coded the mini-game "Paint and Guess" · Collaborated with other developers to integrate multiplayer using Photon · Created custom GLSL shaders **Education** 2022 - 2024 Rey Juan Carlos University, Madrid, Spain Master's degree in Computer Graphics, Games and Virtual Reality Master's Thesis: Game for Android "Primera Vuelta Al Mundo" 2021 – 2022 University of Granada, Granada, Spain Master's degree in Software Development Master's Thesis: Natural interaction in VR/AR/MR environments 2016 – 2020 National Research University Higher School of Economics, Moscow, Russia **BA in Economics and Statistics** End of Degree Project: The impact of education on job and life satisfaction **Skills** Technical Programming languages: C#, GLSL, SQL, Matlab, Python, C++

skills Software and tools: Unity, OpenGL 3.3+, 3ds Max, Git Data visualization: Tableau, Superset

English - C1, Spanish - C1, Russian - Native Languages