**Biography of a Software Engineer**

**Alexey Pajitnov**

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**Introduction**

What is software engineering?

**Early Life & Education**

Alexey Pajitnov is a Russian-American video game designer and computer engineer, born in Moscow, Soviet Union, on April 16th 1955. Both of Pajitnov’s parents were writers. In the early 1980’s Pajitnov worked at the computing lab for the Academy of Science of the USSR, researching Artificial Intelligence. From a young age, Pajitnov showed a passion for puzzles, especially pentominoes.

Pajitnov received a Masters degree in Applied Mathematics from the Moscow Institute of Aviation (<https://tetris.com/bios#alexey> ).

**Career’s Work**

Pajitnov’s most famous work is creating the popular game Tetris. Tetris debuted in 1984. Tetris was a massive success, but interestingly, Pajitnov did not receive much in terms of loyalties for his creation at the time because he worked for the USSR, “I didn't make much money at first, but I was happy, because my main priority was to see people enjoying my game” (<https://www.theguardian.com/culture/2014/jun/02/how-we-made-tetris>).

An interesting point is that, as mentioned earlier, Pajitnov enjoyed playing pentominoes as a past time when he was a young boy, and from this he got his inspiration for Tetris; he found it difficult putting the pieces back into their box, and thus his basis for Tetris had been established!

**Impact**

By creating Tetris, and by Tetris exploding in popularity, Pajitnov “essentially founded the casual puzzle genre thanks to [Tetris’] appeal to a very wide audience”, and he “made dropping-block puzzles a staple of game design.” (<https://www.gamedeveloper.com/business/alexey-pajitnov---i-tetris-i-past-present-future> )

**Awards**

2009 – Tetris was named the #2 Top Console Game of all time by the Guinness Book of World Records.

2007 – The International Game Developers Association’s First Penguin Award

**Conclusion**

**References**

<https://en.wikipedia.org/wiki/Alexey_Pajitnov>

<https://tetris.com/bios#alexey>

<https://www.theguardian.com/culture/2014/jun/02/how-we-made-tetris>

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