

# Beka Darjania

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## Work Experience

Dec 2020 - Present

**Absolute Zero LLC** - Co-Founder / Developer

Our first Steam release: [Chess Destroyer](#)

Jan 2020 - Present

**Upwork.com** - Freelancer

From time to time I do freelance work on the site, [my profile](#)

Jan 2019 - Present

**Postred** - Game Developer / Programmer

freelance project development, "Lile" - video game prototype development, programmer

Jan 2017 - Present

**TheRedGhost**

Have made many games under this name and published them to [google play](#) and [itch.io](#).

The biggest game yet is [Neural Bots](#) - Lead Developer.

## Education

Dec 2018 - Present

**BTU - Business and Technology University**

IT - information technologies

Before getting into university I had already in past 4-5 years educated myself to the point of knowing multiple programming languages: C#, PHP, SQL, Python, HTML, CSS, and how to use Unity (game engine) to make games.

## Achievements

Won Game jams:

- Beeline Game Jam (entry: [Jumper Ghost](#))
- [Caucasus Con](#) Jam (entry: The Last Tree)
- DevSquad Rage Jam <https://itch.io/jam/rage-game-jam> (entry: [Neural Bots](#))