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Developer, Glera Games Jun 2019–Present

Project:

Mahjong Treasure Quest

Description: Puzzle

Used intensively: C++, cocos2d-x, Cocos Creator

Done:

- * Implemented competition feature
- * Implemented custom scroll table and tabs control.

Developer, Gambino 2015–2019

Projects:

slototron.com

Description: Social Casino Game

Used intensively: C++, emscripten, javascript

Done:

- * Implemented payment system using paypal
- * Implemented requests retrying mechanism
- * Optimized game loading time by running network requests in parallel.
- * Implemented prototype runnable on Instant Games Platform

Gambino Slots

Description: Social Casino Game

Used intensively: C#, Xamarin, Dart Language

Done:

- * Reimplemented the Dart version of the game from scratch
- * Ported C# in-house game engine on MacOS
- * Integrated scissor OpenGL mechanism into the game
- * Integrated Firebase push messaging system
- * Worked on converter C# to Dart (Based on Roslyn compiler)
- * Deep code refactoring. Splitting codebase for specific platforms.
- * Code base preparation to being translated.

Developer, Synesis/MuGames 2015–2016 (1 year)

Projects:

WildRide

Description:

Used intensively: C#, Xamarin, Box2D

Done:

- * Implemented advertising manager with different AD providers support (vungle, chartboost, unity, etc)
- * Implemented social plugin system to support different social networks.
- * Implemented facebook social plugin (log-in, sharings, friends)
- * Implemented online contests system
- * Implemented anti-cheaters mechanism
- * Integrated a binary resources format
- * Implemented a continuous integration system

Viber Rude Rider

Description: multi-platform 2D race and shoot game

Used intensively: C#, Xamarin

Done:

- * Implemented Viber social plugin (log-in, sharings, friends)

Developer, Gambino 2015–2015 (7 months)

Projects:

Gambino Slots

Description: Social Casino Game

Used intensively: C#, Xamarin, Dart Language

Done:

- * Implemented slots infrastructure with Dart Language
- * Implemented reels engine system
- * Implemented cheat system
- * Fixed loading issues on IE/Edge browsers

Developer, Playtika 2013-2015 (2 years 1 month)

Projects:

Project Name: Caesars Casino

Description: Social Casino Game

Used intensively: C#, Xamarin, Autofac, In-house game engine

Done:

- * Implemented a bunch of new slot and mini games
- * Implemented sound manager
- * Refactored reels engine
- * Implemented server requests stub system
- * Helped to discover and fix a lot of bugs in game engine (render system, animation system, sound system)

Developer, EPAM Systems Inc 2012-2013 (11 months)

Projects:

Description: Monitoring application for large distributed data storage systems.

Used intensively: python, javascript

Done:

- * Implemented a collecting system that aggregates metrics from data storages.
- * Covered the data collecting system with unit tests.

Free time.

Playing with gamedev trending technologies such as Unreal Engine.

Courses:

<https://www.udemy.com/unrealcourse/learn/v4/overview>

Reading professional literature:

- * Game Engine Architecture, Jason Gregory
- * Effective Modern C++, Skott Meyers