Contact Information

Vitali Liashchuk

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Developer, Glera Games Jun 2019-Present

Projects:

Mahjong Treasure Quest

Description: Puzzle
Used intensively: C++, cocos2d-x
Done:

- Implemented competition feature
- Implemented custom scroll table and tabs control Widgets.
- Active participation in development of new UI system based on in-house CSS parser.
- Implemented object transformations (transform/scale/rotate) for new UI system.

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:

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:

Project Name: Under NDA

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