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## 1 Contact Information

### 1.1 Vitali Liashchuk

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## **2 Developer, Glera Games Jun 2019-Present**

### **2.1 Projects:**

#### **2.1.1 Mahjong Treasure Quest**

**Description:** Puzzle

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

**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.

## **3 Developer, Gambino 2015-2019**

### **3.1 Projects:**

#### **3.1.1 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

#### **3.1.2 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.

## 4 Developer, Synesis/MuGames 2015-2016 (1 year)

### 4.1 Projects:

#### 4.1.1 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

#### 4.1.2 Viber Rude Rider

**Description:** multi-platform 2D race and shoot game

**Used intensively:** C#, Xamarin

**Done:**

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

## 5 Developer, Gambino 2015-2015 (7 months)

### 5.1 Projects:

#### 5.1.1 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

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

### 6.1 Projects:

#### 6.1.1 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)

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

### 7.1 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.

## 8 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