

Aleksander Domkov

67 Sandy Lane, Coventry, CV1 4EX

Mobile 07598 722666

Email adomkov@gmail.com

LinkedIn <https://www.linkedin.com/in/alexander-domkov-78516b116>

Personal website <https://adomkov.github.io/>

Online portfolio <https://www.artstation.com/hitchhicker> (3D)

Online portfolio https://drive.google.com/open?id=1T_XsxdGDe6kp8IfLkqh4t0jwaYyO2qSx (3D/2D)

GitHub <https://github.com/HikingSheep?tab=repositories>

Profile

Hardworking, punctual and open-minded BSc (Hons) Multimedia Computing graduate from Coventry University. Able to work with various content creation packages, had experience in creating digital images for different purposes and, also, has experience working on a few projects in Unity 3D, one of which officially published on Google Play Store and App Store, and also has an expertise using C#. Confident with creating applications and content for websites, applications, games, movies. Currently looking for a job opportunity in web or app design and gaining experience in industry.

Technical Skills

- Programming Languages: *C#, HTML, CSS, Java Script*;
- Operating Systems: *Windows 10/8.1/8/7/Vista/XP, Linux, Android, Mac OS, IOS*;
- Image manipulation software: *Adobe Photoshop, Adobe Illustrator, Adobe Lightroom, GIMP*;
- Video manipulation and animation software: *Sony Vegas Pro, Adobe Premier Pro, Adobe After Effects*;
- 3D modelling packages: *3Ds Max, Blender*;
- Game Engines: *Unity 3D*;
- MS Office: *Excel, Word, PowerPoint, Outlook, Access*;

Practical Skills

Languages: *English, Russian and Latvian*

Visual Design using Adobe Photoshop CC 2015

Certification (Dec 2016 – Dec 2019)

Graphic Design & Illustration using Adobe Illustrator CC 2015

Certification (Mar 2017 – Mar 2018)

Education

Coventry University (2015-2018),
Multimedia Computing BSc (Hons),
1st Class Diploma (1:1)

Relevant Experience

- Took part in the Hackaton “How to Improve Digital Literacy in Brazilian Teachers Through a Game?” from Ayrton Senna Institute in Saracoba, Brazil together with FACENS University in Winter 2016 and Winter 2017.

Received diplomas "For your outstanding contribution to the Hackaton - 'How to Improve Digital Literacy in Brazilian Teachers Through a Game?'"

- Newwizzards showcase participant in 2016 and 2017.

<http://newwizzards.com/>

Work Experience

DDM Start Up (Intern) (June 2016 – October 2016)

My main responsibility was to develop a mobile game from the scratch. "Ocean Yard" is running on Unity 3D.

Currently it is available on App Store and Play Store. More information about it can be found in my projects section.

Apelsin Games (Intern) (May 2017 – September 2017)

I worked at Apelsin Games as UI and UX intern. My duties included making UI elements prototypes, flowcharts and some level design.

Project Experience

- **CubeO**
(Aug 2017 – Present)

CubeO is a simple math/luck game. It has simple, but impressive graphics and ambient sounds. It was inspired by such games as 2048, Monument Valley etc.

Planning on publishing the game for Android on Play Store and Facebook Gameroom.

Received several awards on "10th FACENS Game Dev Awards" in Brazil in FACENS University: "Best Innovation" and "Best International Game".

Engine: Unity 3D;

Programming Language: C#;

Assets: Adobe Illustrator, Adobe Photoshop, Blender

Source Control: GitHub

<https://hikingsheep.github.io/webGL/>

<https://connect.unity.com/p/5ab13a2c0909150014766da0>

- **Ocean Yard**
(Jun 2016 – Present)

Ocean Yard is my first completed game, which is still being maintained and updated from time to time.

Made it during the summer, after finishing first year in university.

It is a fun and exciting adventure game for the whole family to spend a few minutes of your spare time.

The game is made on Unity 3D engine, using C# as a programming language. I made all the assets for the game, except a few backgrounds.

It is available on Play Store and App Store.

<https://play.google.com/store/apps/details?id=lv.ddm.OceanYard&hl=en>

Engine: Unity 3D;
Programming Language: C#;
Assets: Adobe Illustrator, Adobe Photoshop, 3Ds Max;
Source Control: GitHub

Hobbies

- Reading different literature (classic mostly) - to get more ideas for my projects; Photography, mostly for getting footage and experiments in photoshop for later use as textures, background images or references; Playing different games to be on track with new trends and technologies of the sphere I may work in one day.
- I also spend a lot of time browsing through the Pinterest and Artstation for inspiration and references.

References available on request