

Maksim Grudin

Game Developer

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WORK EXPERIENCE

Game Developer

OftenGames | 11.2020 – 09.2022

Castle Keeper – tower defense <https://play.google.com/store/apps/details?id=com.oftengames.game3>

- Developed the features of the game CastleKeeper on the Godot game engine
- Optimized loading and use of assets, which allowed to reduce memory consumption by half and run the game on weaker devices
- Integrated third-party SDK libraries to support Google services (Firebase, In App Review, In App Purchases), for in-game advertising Ironsource, Facebook analytics support and GameAnalytics service
- I wrote my own plugin to support Smartlook service in Godot games

WinMore Slots <https://play.google.com/store/apps/details?id=com.oftengames.game2>

- Developed new features of the game Winmore
- Integrated third-party SDK libraries

Game Developer

VARION GmbH | 01.2019 – 09.2020

- Development of web games on the Phaser game engine from scratch using JavaScript (EcmaScript 6+) features and gulp build system
- Development a web bot on Puppeteer Node.js library

EDUCATION

Pryazovskyi State Technical University

Faculty of Information Technologies

09.2002 – 02.2003

IT STEP Academy

Web Development

09.2003 – 02.2005

Skill Set

Languages: GDScript, Nim, C#, JavaScript

Technologies: Godot, Unity, Phaser.js

Developer Tools: Git, Visual Studio Code

English

Reading (B2) Speaking (A2)