Angelina Mavlitova

Unity Game Developer

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Summary

Since my student years, I have been implementing a variety of ideas. Every day I learn new things in the field of game development and implement them in projects.

Experience

Lenin In The Game — 04.2022 -
Unity Developer - Essaouira, Marrakesh-Safi

- Game architecture development.
- Writing code for various tasks: spawning algorithm for game events, optimization and inclusion of UI / UX in the engine, implementation of customer story decisions, and event management.
- Establishing a relationship between the customer and the developers.
- Scene game design: building a scene, setting colliders and triggers, working with sprite objects.
- Sound design: search and implementation in the sound engine.

Business Apartment — 6.2019 - 02.2022
Full Cycle Video maker - St.Petersburg

- Production: search for locations, rental of a film set equipment, long-term budgeting, and finding and hiring people to solve additional tasks.
- Cinematographer: setting up filming equipment, installing lighting, preparing sound recording devices.
- Editor: interview video editing.

Cycle — 9.2018 - 4.2020
Full Cycle Video maker - St.Petersburg

- Work with bloggers 1000000+ subscribers.
- Forming ideas for entertaining videos, and its implementation on YouTube.
- Implementing big ideas with a small budget.
- Promotion in a video with social media.

Skills

Hard

C#	Work with someone else's code
Unity	PlasticSCM
Visual Studio	Figma
Premiere Pro	Photoshop
Trello	Audacity
Miro	Project Management

Soft

- Problem-solving
- Time menegment
- Teamwork
- Creativity

Education

Nurse — 2018-2022
Emperor Alexander I St. Petersburg State Transport University

Courses

Algorithms
Needcode   Now

Junior Programmer
Unity Learn   02.2022

C# Programming
Stepik   01.2022

Ruby's Adventure: 2D Beginner
Unity Learn   02.2022