MIKHAIL NAUMOV

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Technical Skills

Languages: C# (expert), C++ (proficient), Java (proficient), AS3 (Flash 11) (proficient), VB.NET (proficient), Objective C (prior experience).
Graphics: DirectX, OpenGL, Stage3D.
Software & Technologies: Microsoft Visual Studio, NetBeans, FlashBuilder, XCode, Unity3D, XNA, MongoDB, SVN, GIT, Adobe Photoshop, Adobe Illustrator, 3DS MAX, Blender.

Professional Experience

Tools Client Engineer, 10/11 to 11/13 – ***Disney Interactive Media Group***, Solana Beach, CA
Provided tools support for *Club Penguin* team. Extended engine code with 3D functionality. Focused on graphics, performance, and code refactoring.

- Built 3D rendering pipeline for game engine used in *Club Penguin* web client.
- Refactored core engine code to adhere to component-based architecture, making code more maintainable, extendable, and reusable for the growing requirements.
- Extended engine toolset to support 3D functionality, facilitating the workflow of game developers.
- Developed iOS asset viewer to assist *Club Penguin* art team.
- Worked in parallel with web and iOS teams to implement requested features and perform timely bug fixes.

Software Engineer (remote part-time), 6/11 to 8/12 – ***ForgeFX***, http://www.forgefx.com/
Assisted in the development of 3D job-training simulations.

- Implemented several tutorials for *Industrial Safety Training Game* (www.forgefx.com/casestudies/insurance/safety-training-simulation.htm).
- Developed tutorial system and extended XNA Sunburn engine with additional tools such as shader-based particle system to assist with *Mining Equipment Training Simulator* (www.forgefx.com/casestudies/mining/mining-training-simulator.htm).

Indie Game Developer, 09 to present

- *37 Days to Die* - dual-stick shooter, released on XBOX Live Indie Games Market. (2012).
- *GoonyCru: Day One* - 2D platformer released on XBOX Live Indie Games Market. (2010).

Software Engineer (part-time), 04 to 11 – ***Physics Optics Corporation***, Torrance, CA
Provided software support for research projects, such as automation of data acquisition, processing, storage, and presentation. Implementation of hardware and driver control interfaces. Built software for image processing, NI-DAQ devices, GIS, GPS devices, motors, actuators, image sensors, laser systems, interferometers, and photo detectors.

- Worked directly with researches to design and build numerous small-scale software projects from the ground up.
- Worked with variety of languages, drivers, and technologies delivering projects on time in a fast-paced environment.
  Performed lab and field testing and assistance.

Software Engineer (part-time), 06 to 08 – ***Luminit***, Torrance, CA
Developed control software for diffuser printing machines.

- Designed and built hardware setup and developed automation software for measurement of diffuser parameters
- Documented the diffuser machine operation process for computer-illiterate employees.

Education

California State University Long Beach, CA
Master's degree in Computer Science 3.5GPA, June 2014.
Coursework: Artificial Intelligence, Constraint programming, Game Theory, Advanced Operating System Concepts, Advanced Software Engineering.

California State University Long Beach, CA
Bachelor's degree in Computer Science, June 2011.