Veronika Bolshakova

JUNIOR GAME DEVELOPER

CONTACT

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🌐 https://demmiurge.github.io/

🏪 https://demmiurge.itch.io/

🐙 https://github.com/demmiurge

SKILLS

- C#, C++
- Visual Studio
- Unity, Unreal Engine
- GitHub, Sourcetree
- Lua, R, HLSL
- Jira, Trello

SOFT SKILLS

- Proactive
- Disciplined
- Communicative
- Work under pressure
- Team worker
- Analytical

LANGUAGES

English - Fluent C2

Spanish - Fluent C2

Catalan - Advanced

Russian - Native

ABOUT ME

I am a Junior Game Developer. I have a Bachelor's Degree in Video Game Design and Production.
Dedicated, hard-working, and organized. I perform equally well in a team as on my own.
I am a fast learner and can acquire new skills in little time. Responsible, and can also take on the role of a leader if necessary.
I am easygoing, always up for challenges and very adaptive.

EXPERIENCE

Junior Developer
UNIVRSE
September 2024 - present

- Development of custom features for VR experiences as a part of a multidisciplinary team
- Testing and iteration of the projects to refine the interactions and ensure a smooth user experience
- Day-to-day use of an in-house SDK, as well as multiple VR related Unity packages

Unity Developer Intern
UNIVRSE
May 2024 - September 2024

EDUCATION

Universidad Pompeu Fabra Tecnocampus
Bachelor's Degree in Video Game Design and Production
2020 - 2024

PROJECTS

Bubble Heights - 3D platformer
A puzzle platformer game created for the 3rd year project at university.
My main role in this project was Gameplay Programmer, but I also created shaders and VFX.