

Dmytro Tymofiienko

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FULL STACK MOBILE GAME DEVELOPER

Game developer specialist, making games from idea to release. 7+ years of mobile game development. Specializing in gameplay, AI, network(Mirror), vfx, procedural generation, optimization, editor development, common systems and services, etc.

- Strong C# coding and systems design skills
- Technologies: Unity, C#, .Net, Shaderlab
- Game design
- 3D, 2D development

PROFESSIONAL EXPERIENCE

Self employed, Warsaw, Poland

Aug 2019 – Present

Full stack mobile game developer

Full game development process from scratch.

- Encapsulated 40+ common systems, editor, extensions to packages for reusing them in other projects.
 - My ShaderLibrary, Ads, lap, GPGS, Gyro wrappers, MobileConsole, Universal MeshCombiner, UI Extensions, Utils etc.
- Completed 2 projects and 2 prototypes
 - Neon Racer (in progress)
 - TopDown car battles like PikoTanks (Network, in progress)
 - 3rd person shooter (Network prototype)
 - Brawl Carts
 - Big City Life 2

Self employed, Odessa, Ukraine

Sep 2018 – Aug 2019

Mobile game developer

Full game development process.

- Supported last 4 projects
- Completed game - Slime attack

Self team employed CACTUS GAMES, Odessa, Ukraine

Sep 2015 – Aug 2018

Mobile game developer

Worked in a 3-member team. I was doing: UI/UX, Level design, Character customizations and upgrades, motion animation/IK, 2D & 3D modeling.

- Grew up income to \$1200/day
- Made & Published 4 games, completed 2 prototypes
 - HidelO clone (prototype)
 - FoesIO clone (prototype)
 - Big City Life (GooglePlay: installs 10 000 000+, rating 4.5) Revenue: 570\$/day
 - Clash of Zombie (not released)
 - Clash of Crime 2 (GooglePlay: installs 5 000 000+, rating 4.09)
 - Clash of Crime (GooglePlay: installs 10 000 000+, rating 4.0) Revenue: 1040\$/day
 - World of derby (GooglePlay: installs 1 000 000+, rating 4.3)

Self team employed, Odessa, Ukraine

Aug 2012 – Aug 2015

Student-Engineer

Developed programs to automate the calculation of metal and reinforced concrete structures. Also, I developed a plugin(on Visual Basic) which draws drawings of structures in AutoCAD following the calculations.

- Managed to raise income by 8x times, due to automation
- Managed to reach the figure of 144 design works with 360 drawings in a month and a half

EDUCATION

Game development

Oct 2015 - Present

Self Taught

Diploma

Sep 2008 - June 2013

Odessa State Academy of Civil Engineering and Architecture, Odessa, Ukraine

TECHNICAL SKILLS

Unity | Git | Photoshop | Blender | Autocad

LANGUAGE

- **Ukrainian** | Native
- **English** | Intermediate
- **Russian** | Native