Igor Levochkin

◉ Finland ✉ dorumonstr@gmail.com ▢ +358442369795 in linkedin.com/in/igor-levochkin-a8733a14 ☁ https://igor.consulting

SUMMARY

Software developer with 12 years of experience. Expertise in building cross-platform applications and servers. Proven expertise in the Mobile Gaming industry, including a multiplayer games which handled over 10M users accounts.

EXPERIENCE

Owner, Game developer
Brutal Strike   **January 2018 - Present, Jan 2018 - Present · 4 yrs 10 mos**
· Created a cross-platform Game that has Over 1M downloads with over 1000 CCU.
· Developed a account server, with asp.net, C# and MongoDB, that handled over 2M user accounts, load balancing, backups, CMS, money transactions, that allowed users to create their own in game shop and sell virtual items.
· Server security, anti-cheat, encryption, performance monitoring, and bug fixing.
· Lead a remote team of 15 testers and 3 developers to create new features and fix critical bugs.
· Managed all aspects of product design, community development, and social media marketing.

Software Developer
Delta Cygni Labs   **January 2016 - Present, Jan 2016 - Present · 6 yrs 10 mos**
· Working on augmented reality app PointrIT, that was used in industry such as Kone and Valmet
· Designed network protocol for synchronization of 3d scene over network
· Patent contributor "METHODS AND SYSTEMS FOR ALIGNING MANIPULATIONS IN TIME AND SPACE"
· Android Native Development, notifications, calls, Front end app functionality

Owner, Game developer
TrackRacing Online/TrackRacing Pursuit   **May 2014 - December 2017, May 2014 - Dec 2017 · 3 yrs 8 mos**
· My 2 game projects. I made Realistic car destruction, multiplayer, level editor, voice chat, account system. Games are on android, windows phone 8,IOS,PC
· I wrote game on c#/unity3d and server on php/linux/photoncloud

Lead Programmer
Critical Force Entertainment Ltd   **December 2011 - April 2014, Kajaani**
· I created game using unity3d engine I wrote account server on php and MySQL that run on dedicated Windows 2003 server that I bought and setup. Game was using photon cloud and I wrote chat on .NET sockets Which run smoothly with over 10000 CCU, now it have about 20 million downloads android version and web version each.
· Lead team of 3 people, UX designer, artist and a server administrator

Game Programmer, internship
Content Mine Outokumpu – Pelialan yrityshautomo   **July 2010 - August 2011, Jul 2010 - Aug 2011 · 1 yr 2 mos**
· Olen ollut yrityshautomossa työssäoppimisjaksolla lähes vuoden toteuttamassa omia peliprojektejani ja osallistunut myös muiden hautomossa aloittaneiden yritysten projekteihin (2 kpl) ohjelmoijana. Olen auttanut myös hautomon laitteistojen asennuksessa ja käyttöönotossa.
· Here I created Critical Strike game that grow over 10M downloads, continued develop at Critical Force Entertainment Ltd

CERTIFICATIONS

Supervised Machine Learning: Regression and Classification
Stanford University · 2014

SKILLS

Tools & Technologies: C#, Unity3D, ASP.NET, PHP, JavaScript, Node.js, Angular, MySQL, MongoDB, TypeScript, Linux/Windows System Administration

Languages: English, Finnish, Russian

Technical Skills: Cross-platform apps, Backend Engineer, Security Engineer , Software Architect