Israel, Tel-Aviv  
Alexey Pozdnyakov  
  
aleksei.pozdniakov  
Dependable Game Developer with more than 11 years of experience. nmail.com  
Stated developer carrier as AS 3 developer and after 4 years switched to   
Unity3d. Have deep knowledge is C# and Unit as well as a full circle of Game pozdnyakov-  
Development.  
EXPERIENCE SKILLS  
VK,Remote Developer Unity3D  
APRIL 2020 - PRESENT C#  
Ported a bunch of games from Macromedia Flash to Unity3d WASM. UniRX  
Made 3 mobile game prototypes.  
Zenject  
Currently working on tactical RPG mobile game.  
OOP/SOLID/MVP  
Tech stack: Unity3D, WASM, UniRX, Zenject, Addressables  
Shaders/ URP /HDRP  
Advalange,Moscow Developer Git  
JULY 2019 - APRIL 2020  
Developed automated workflow solutions that empower laboratories to achieve  
more. LANGUAGES  
Make stable real instrument simulation using Unity3d, WPF and MEF.  
Russian - native  
Tech stack: Unity3D, C#, WPF, MEF  
Artteam,MoscowDeveloper English -B2  
SEPTEMBER 2017 - JULY 2019  
Made application for interior presentation which helps people to choose the  
style of their accommodation using VR and XR tech in Unity.  
The application runs on iOS, Android and HTC Vive platforms.  
Tech stack: Unity3D, Zenject, VR, AR, Blender, Photoshop  
CrazyPanda,MoscowDeveloper  
APRIL 2017 - OCTOBER 2018  
Took a part in the casual game development team.  
Tech stack: Unity3D, Zenject, UniRX, Behaviour Tree  
Ironuts,MoscowDeveloper  
MARCH 2015 - AUGUST 2017  
Worked on mobile games and done three RPG and one Casual game as Team  
lead.  
PET PROJECTS