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Summary.

Education: Bachelor's degree in Computer Science.
Experience: 8 years of work experience (3 years of web development and 5 years in mobile game development).
Main programming languages: C#, C++.
English: B2.
Dream company: Small company consisting of professionals creating technically challenging games with finite set of features.

Career.

Contributor, Defold Foundation, 2020

Defold.
Description: 2D game engine for web and mobile.
Used intensively: C++.
Less so: Clojure, Java, Python.
Preface:
Once the engine got open-sourced in may I started contributing.
Done:
* Small bug fixes. Can be seen on github.

Developer, Playtika, 2016 – 2020

Projects:

Solitaire Grand Harvest.
Description: casual solitaire game, daily active users: 1.6M.
Used intensively: C++, Murl game engine
Less so: Shell, Gradle, Java, Objective C
Done:
* Implemented logging system. Sending logs to log server.
* Implemented authentication and session validation for new version of Playtika's services.
* Fixed issues with request cancellation in the engine.
* Automated builds for QA with Teamcity.
* Implemented UI for Playtika's personal offer system.
* Implemented editor for personal offer popups.
* Integrated Playtika's messaging service to receive messages from server on the client.
* Implemented new UI for configurable in-game shop.
* Interviewed C++ developers for Solitaire.

Poker Heat.
Description: casual poker game, daily active users: 150K.
Used intensively: Haxe, C#, Async-await, TPL, Xamarin, Autofac, In-house game engine
Less so: Groovy, Gradle, OCaml, Python, Javascript, Typescript, Angular
Preface:
Playtika has in-house game engine that is written in C# and works for all platforms except web.
They made a clone of their engine in Haxe, that runs on web.
Haxe team wanted to compile Haxe to C# (compiler supports that).
And run the compiled code with C# version of game engine for mobile platforms.
They hired me to write a POC for that, and test the approach on one of their new projects.

Done:
* Implemented macros that adapted the interface of the C# engine to Haxe version.
* Implemented facebook log-in for mobile versions of Poker Heat.
* Implemented images caching for mobile version.
* Implemented networking for mobile version.
* Integrated analytics in the game.
* Integrated crash tracking.
* Implemented payments for almost all platforms.
* Fixed critical gameplay issues specific to mobile.
* Implemented parts of build automation pipeline.
* Integrated advertisement.
* Implemented authentication system for Playtika's servers.
* Debugged haxe compiler when it was freezing during poker compilation, and found a workaround.
* Updated game engine for our game.
* Did temporary fixes for issues in new versions of the game engine and reported them.
* Investigated and fixed spikes in ANRs and crashes on production.
* Covered with tests, and stabilized the implementation of Mega Bonus feature.
* Reviewed code and got reviewed.
* Optimized network performance of the game.
* Fixed resource leak issues.

Developer, Synesis, 2015 – 2016

Projects:

Wild Ride and Viber Rude Rider.

Description: multi-platform 2D race and shoot game with 2 different UI skins, daily active users: 15K.

Used intensively: C#, .NET, Xamarin, TPL, Async-await, Autofac, In-house game engine

Less so: Box2D

Done:

- * Integrated authentication with Viber.
- * Integrated in-house analytics.
- * Integrated Google's and Apple's achievements and score boards.
- * Fixed issues with payment systems integration.
- * Integrated Unity Ads.
- * Fixed magnet booster physics issues.
- * Fixed issues related to misuse of concurrency.
- * Implemented parts of tutorial system.
- * Implemented personal offers and in-app pop-up system.

Developer, Itransition, 2012 – 2015

Projects:

Building Champions Client Portal.

Description: portal for communication between people and their life coaches.

Used intensively: C#, ASP.NET MVC, EF, MS SQL Server, HTML, CSS, Javascript, AngularJS, JQuery,

Jasmine

Done:

- * Implemented upload of user's files to dropbox.
- * Implemented complex forms for saving and editing user's personal information.
- * Implemented complex logic for scheduling user's meetings with coaches.
- * Implemented authentication, authorization.
- * Implemented admin page.
- * Married parts of the project that were written using JQuery and AngularJS.
- * Deployed the project to production.
- * Did most of the client communication.
- * Covered critical parts of the application with tests. Both frontend and backend.
- * Passed the project to next generation of developers.

Paperfree Clarity.

Description: dashboard for monitoring OCR system parameters.

Used intensively: C#, Javascript, KnockoutJS, HTML, CSS, SignalR

Used less so: WCF

Done:

- * Implemented dashboard for real time widgets.
- * Implemented widgets themselves with backend for monitoring file system stats.
- * Covered frontend with unit tests.

Zaryadye Park.

Description: mobile app with overview of Zaryadye Park.

Used intensively: GruntJS, AngularJS, Javascript, HTML, CSS

Done:

- * Implemented a solution for web-view based presentation slider component in short time.
- * Implemented automated build pipeline for the component.

Education.

Computer Science, BSUIR, 2009 – 2014

Used intensively: C#, .NET, XNA, Monogame

Less so: C, C++, Scala, Java

More or less notable complete projects:

- C: simple http server.
- C++: DES, RSA cipher implementation.
- C#, .NET, XNA: 2D space shooter game.

Free time.

Writing code on github: <https://github.com/hapass>

Writing blog on medium: <https://medium.com/@hapass>

Learning stuff on coursera: <https://www.coursera.org/user/a6e5df5240aa9826c158a7d1c76e0e9f>