

Pavel Zavoiskikh

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Github: <https://github.com/hapass>

Medium: <https://medium.com/@hapass>

Coursera: <https://www.coursera.org/user/a6e5df5240aa9826c158a7d1c76e0e9f>

Summary.

Education: Bachelor's degree in Computer Science. BSUIR, 2009 - 2014

Experience: 9 years of work experience. 6 years in 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.

Developer, Ubisoft, 2020 - 2021

Description: AAA game development

Used intensively: C++, Anvil game engine

Less so: C#, proprietary UI tools

Done:

- * Ownership of a Settings subsystem. Decided how our Settings should evolve, implemented improvements to the subsystem, planned and splitted tasks between team members.
- * Did some contributions to game's Benchmark code.
- * Contributed to game engine by implementing some missing features required by Settings scope.

Contributor, Defold Foundation, 2020

Description: 2D game engine for web and mobile.

Once the engine got open-sourced in may I started contributing.

Used intensively: C++.

Less so: Clojure, Java, Python.

Done:

- * Bug fixes in engine and editor. <https://github.com/defold/defold/pulls?q=is%3Apr+author%3Ahapass+>

Developer, Playtika, 2016 - 2020

Description: casual poker game with 150K daily users and
casual solitaire game with 1.6M daily users.

Used intensively: C++, C#, Murl game engine, In-house game engine, Haxe, Xamarin, Autofac,

Less so: Shell, Gradle, Java, Objective C, Groovy, OCaml, Python, Javascript, Typescript, Angular

Done:

- * Had to make a haxe game, that was written for web, run on mobile.
I solved the issue and as a result the game basically shared 90% of the code on all the platforms, which is the first time playtika was able to achieve this.
- * Did a lot of integration for third-party SDKs for achievements, authentication, ads, payments.
- * Did gameplay and UI programming.
- * Implemented authentication, messaging, payment subsystems,
that abstracted game developers from using Playtika's back-end directly.
- * Debugged haxe compiler when it was freezing during poker compilation, and found a workaround.
- * Did fixes to game engine required for our games.
- * Implemented in-game tools for marketing team to be able to construct popups the way they want to.
- * Interviewed C++ developers for Solitaire.

Developer, Synesis, 2015 - 2016

Description: multi-platform 2D race and shoot game with 2 different UI skins.

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

Less so: Box2D

Done:

- * Did a lot of integration for third-party SDKs for achievements, authentication, ads, payments.
- * Fixed interesting multi-threading issues.
- * Did some gameplay and UI programming.

Developer, Itransition, 2012 - 2015

Description: a couple of outsourced projects, mostly web development.

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

Used less so: WCF

Done:

- * Did a lot of full-stack web development using different technologies.
- * Basically lead one of the projects by myself. Did all the development and client communication.

Pet projects.

- * Implemented a software rasterizer. It can load and display a 3D model with phong lighting.
- * Implemented a 2D game with simplistic graphics in raw WebGL for a game jam.
Created a little audio synthesizer using WebAudio to create and play sounds for this game.
- * Implemented gameplay for my clone of PopCap's rocket mania game in Unity.
Also ported the same game to PixiJS.