Igor Vodchits

Toronto, Ontario, Canada

mrshady23@gmail.com   +1 (437) 557-0378

linkedin.com/in/igor-vodchits-51995a161

Summary

I am an enthusiastic game developer who values the creative process and connections the most. What I lack from a technical standpoint I compensate with communication and dedication. I see my future in a role that would require both coding and soft skills. I believe that there is no ONE right solution to problems and that versatility is the key to developing great games.

Up until recently I've been a part of the Gameloft Toronto team developing a number of unannounced titles for various platforms. Earlier created a top-down shooter called Grand Wars: Mafia City along with several other developers and designers. Previously had been developing a prototype of a PvP arena shooter Spine, and before that - mobile first-person multiplayer shooter "Bitter End" since the project was in the prototype state.

My personal pet projects include many prototypes such as:
- an endless runner game with shooting mechanics;
- a multiplayer board game with mechanics similar to tabletop Game of Thrones;
- a twin-stick shooter with local coop and survival bits;
- a drinking game for programmers where your goal is to write JS code that controls a robot on the arena while your opponent does the same. Each time your robot dies the game makes you drink.

On a personal note I try my best to be a decent person. I play video games, chess and guitar in my spare time. Fascinated by all the new technologies rapidly emerging in the recent years, such as AI and VR.

Experience

Game Programmer
Gameloft Toronto

Jan 2023 - Feb 2024 (1 year 2 months)
Worked as a full time employee on multiple different unannounced projects. The tech stack included Unity, C#, C++ and some proprietary libraries and frameworks. Took part in students' works showcase during the XP summit as a technical judge. Made use of uNode and Animancer tools as an efficient alternative to Unity Animator, as well as Nova framework instead of Unity UI.

Game Programmer
Gameloft Toronto

May 2022 - Jan 2023 (9 months)
Worked remotely on an unannounced Unity project. Helped deliver a smooth launch of Fresh Planet's game "SongPop Party" on Nintendo Switch.

Unity Developer
IT Territory

Dec 2021 - Mar 2022 (4 months)

Worked as a Unity developer on a mobile multiplayer game called Castle Duels. Created tools for game designers and artists. Improved gameplay and performance. Developed new features.

Unity Developer
GD Company

Nov 2020 - Nov 2021 (1 year 1 month)

Created a multiplayer top-down shooter prototype with tagging mechanics that allowed the player to convert opponents into one's own team.

That prototype later evolved into Grand Wars: Mafia City, a multiplayer game featuring region captures and massive brawls with AI companion mobsters.

Unity Developer
Banzai.Games

Dec 2019 - Nov 2020 (1 year)

Worked on a prototype of a multiplayer action with fighting elements called "Spine". The teaser is available on YouTube: https://www.youtube.com/watch?v=RWCblvUOnAM.

My job included writing shaders, developing new gameplay features, creating editor tools for game designers and a lot of other tasks.

Unity Developer
LIGHTMAP LIMITED

Aug 2018 - Nov 2019 (1 year 4 months)

Developed the client side of a mobile multiplayer shooter. The project was shut down due to low metrics.

Technology stack included Unity, C#, Photon, custom server on Java and multiple third party solutions.

Unity Developer
Interactive Moolt

Jul 2017 - Aug 2018 (1 year 2 months)

Full stack game developing using Unity/C# for client side and Java for server. Network communication with WebSocket.

The game itself was a browser/mobile city builder with farming elements.

Education

National University of Science and Technology "MISIS" (Moscow Institute of Steel and Alloys)

Bachelor's degree, Computer Science

2014 - 2018

Skills

Game Development • Game Programming • C# • Java • Unity • Git • Photon • Rapid Prototyping • Communication • Object-Oriented Programming (OOP)