

# Andrew Calson

Odessa, Ukraine

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## Objective:

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Full Stack Developer / Development Team Lead. I am looking for interesting web projects. The main goal of my work is to indicate customer needs and develop user-friendly applications. I'm not just a "write-a-code" guy, I'm always focused on the business value that I can add to project I'm working on.

## Languages:

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English: intermediate

## Technical Skills:

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### *Strong knowledge:*

- Gaming:  
Unity and Unreal,Cocos2D dedicated server and networking
- Front-End:  
HTML5, CSS3, SCSS, Bootstrap, JavaScript(6 years), jQuery, ES6, Vue.JS(4years), Typescript, AngularJS, Anuglar2, React.JS, Cross-browser compatibility and Responsive Design
- Back-End:  
PHP, Laravel, ASP.NET MVC, Node.js, Express, MySql, SQLite, Postgre, MSSQL, MongoDB,Ruby on Rails, Spring, Spring-Boot

*Familiar with:* Redux, SignalR, SocketIO, Git.

## **Education:**

Technical University, sofia Bachelor of Technology, computer information systems – September 2015

## **Experience:**

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### **ROOT4U s.r.o.** (October 2015 – June 2017)

**Role:** Self employed

***Responsibilities/work experience:***

We have experience in both mobile and web applications development. We are focusing on both minor and major products. We longed for assistance in creating a perfect solution. The main goal of our work is to indicate customer needs and develop user-friendly applications.

My responsibilities is creating technical documentation, providing team training, monitoring compliance with deadlines, QA, Front End Development and server deployment.

Our team work with such technologies:

- .NET-based: C#, ASP.NET, SignalR;
- PHP-based: Laravel, Codeignitor, symfony;
- RDBMS: MSSQL, PostgreSQL, MongoDB, SQLite;
- Font End: HTML5, CSS/CSS3/Scss, Tailwind CSS, Bulma, Vanilla JS, jQuery, AngularJS, Angular9+, VueJS, ReactJS, KenodUI, Redux, knockout.JS, D3.JS, SocketIO;
- Mobile Development: ReactNative(iOs, Android), Cordova + ionic, Nativescript Angular/Vue;
- Deployment: AWS, VPS, dedicated servers.

### **CNTX** (Nov 2017 – April 2019)

**Role:** Game Developer

***Responsibilities/work experience:***

I learned unity and join into this company because of invitation of my friends.

As the company is online gaming company, so there was large live project made by Ogre engine. The goals of our team is to migrate this game to new version unity project. At first we started to research whether we would use unreal engine or unity engine. Our team are focusing on beautiful gui, speedup, structure and logic of game.

My responsibilities is creating gui, providing perfect structure of game logic, implementing several animations, customizing unity editor.

Our team work with such technologies:

- Game-based: C#, Unity Engine.

**CNTX** (April 2019 – Nov 2020)

***Role:*** Game Developer

***Responsibilities/work experience:***

Our company was ordered a vehycle game for Unreal game engine including VR.

We started to focus on creating project's structure and UI/UMG from a template vehicle project. We converted the blueprint UI/UMG to c++ UI/UMG because of modulation of UI and speed up of project.

This project was grown up to final project by our dedication and hard working.

At last we integrated VR devices with this software by using VR input that is provided by Unreal game engine.

- Based: Unreal Engine, C/C++

**CNTX** (Nov 2020 – Aug 2021)

***Role:*** Game Server Developer

***Responsibilities/work experience:***

After completed and published this unity game, I started also to convert old game server to linux game server which can be run on CentOS alone. So I focused

on creating linux project using cmake and made it perfectly. And I connected linux project to SQL Server successfully using freeTDS.

This linux server was tested with old version game and unity/mobile version games successfully.

- Based: C/C++, GTK, OPENSLL, FreeTDS, unixODBC

[www.cientx.com](http://www.cientx.com)