MARIA SHCHUROVA

Game programmer / Game designer

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🔗 https://maria-shchurova.github.io/ 📍 Berlin

EXPERIENCE

Game Developer
CodeEffect GmbH   09/2023 - 11/2023
Remote

- Developed playable multiplayer VR game prototype in 2 months.

Game Design Intern
square33 GmbH   08/2022 - 12/2022
Remote

- Developed 2 prototypes for experimental VR shopping concept in 4 months.

Software Engineer
ICVR   01/2020 - 05/2020
Remote

- Developed AR presentation app in 3 months. Integrated game analytics systems for mobile game.

Software Engineer
Vympel AO (defunct)   09/2018 - 06/2019
Moskow, Russia

- Developed cross-platform educationall app with AR mode in 2 months; including localization for 2 languages, Apple Store and Play Store deployment.

Front-end C# developer
ROCKSTONE   02/2018 - 06/2018
Chelyabinsk, Russia

- Bug fixes, refactoring, Q&A for social media games

EDUCATION

BA in Game Design   06/2023
University of Europe for Applied Sciences

TRAINING / COURSES

Unreal Engine 5 C++ Developer (Udemy video course)

SUMMARY

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SKILLS

Unity3D · Unreal Engine · VR/AR tools · OOP · Game Design · 3D modelling (Blender · Maya)

PASSIONS

💎 Game Design in all its aspects: game theory, playful development, experimentation.

LANGUAGES

German   Intermediate

English   Proficient

Russian   Native