

MAXIM KOLOMENSKIY

Game Developer

maximbsb@gmail.com / [+44\(0\)7501063560](tel:+44(0)7501063560) / maximkolomenskiy.tech / linkedin.com/in/maximkolomenskiy

PROFESSIONAL SUMMARY

Recent graduate with a BA (Hons) in Game Development & Design from LSBU, located in London, UK. Unity developer with 8+ years of C# experience, 10+ games released on Google Play (most sold to publishers, including Azur Games). Recorded over 70 Unity tutorials and created a C# programming Udemy course with over 300 purchases. Experience includes working in small teams of 2-3 people at D2D Studio and larger teams of 15 at Playwind Games as a gameplay programmer.

SKILLS

C# Programming	3D Modeling	Game UI/UX Design
Unity Engine	Game Optimization	Version Control (Git)
Physics and Math Knowledge	AI Programming	Debugging

TECHNICAL PROFICIENCIES

Unity	Blender	Unreal Engine 5
C#	Photoshop	C++
GitHub	Davinci Resolve	Python

WORK EXPERIENCE

Playwind Games | Vauxhall, London | Unity Game Programmer *Jun 2023 - Sep 2023*

- Played a key role in developing front-end level mechanics and UI systems for MiiWorld - a game with over 5+ million downloads on the Google Play Store.
- Incorporated GitHub and SourceTree, collaborating with a team of 15 members and maintaining project integrity, resulting in streamlined project updates.
- Contributed to daily meetings, offering ideas and suggestions to enhance game mechanics, design, and overall player experience.

D2D Studio | Eindhoven, Netherlands | Game Developer *Dec 2021 - Jan 2023*

- Developed 8 interactive prototypes in Unity, closely following Azur Games specifications and feedback.
- Optimised game performance, achieving up to a 75% reduction in load times and improving frame rates across mobile devices and platforms.
- Collaborated within a small team (2-3 members), coordinating daily through ClickUp to establish and meet intermediate project milestones.

Eximus Education | London, England | Unity C# Tutor *Dec 2022 - May 2023*

- Taught Unity and C# programming to 5 students in both Russian and English languages.
- Designed personalised lesson plans, tailored to individual student goals and areas of interest to maximise learning outcomes.
- Incorporated industry best practices, teaching students not only technical skills but also professional habits, such as code organisation, testing, and collaboration.

MAXIM KOLOMENSKIY

Game Developer

OTHER EXPERIENCE

Hilton | London, England | F&B Assistant

Mar 2023 - Jun 2023

- Delivered customer service to over 500 guests at large-scale events, serving drinks and addressing individual needs, ensuring a positive guest experience.
 - Collaborated with a team of 8 colleagues in a fast-paced environment, maintaining smooth operations during peak hours.
 - Served VIP guests, providing personalised service and ensuring a high level of attention to detail for exclusive clientele.
-

PROJECTS

Diver Cat | Independent

Oct 2024 - May 2025

- The main character must solve a mystery involving the sinking of large ships near his home. Catch fish, make money, and buy equipment to catch stronger fish.
- Developed main menu, tutorial, inventory, movement, fighting, fish AI, and shopping systems.

Mii World | Playwind Games | Game Programmer

Jun 2023 - Sep 2023

- A Sims-like 2D game that lets players explore various environments and solve puzzles to unlock new areas, items, clothing and other content.
- Given an environment mock-up and sprites by the team, I would place them in a game scene and make them interactable - make puzzles, create mini-games (basketball) or just let players be creative with them (painting).

Ragdoll Fight Arena | Independent

Jan 2023 - Feb 2023

- 2.5D battle royale game inspired by my childhood game "Stickman Warriors". Level up, collect XP, level up to get stronger and defeat all NPCs in the arena.
- Developed all the mechanics, including: physics-based fighting & movement, game store, saving system, player level-up upgrades, and enemy AI.

Flex Road | D2D Studio | Game Programmer

Feb 2022 - Feb 2022

- Guide stickmen along a dynamically generating road, controlling its height by dragging up or down to navigate obstacles.
 - Developed: spline-based road, stickmen grid spawning and stickmen in-air physics simulation via DOTween.
-

EDUCATION

London South Bank University (LSBU) | BA (Hons) Game Design

Sep 2022 - Jun 2025

Tilburg University | Entrepreneurship and Business Innovation BSc

Sep 2021 - Jun 2022

British School of Brussels (BSB) | Higher Education

Sep 2015 - Jun 2021

CERTIFICATIONS

CompTIA A+ / Cyber security certification

Jun 2024 - Aug 2024

- Covers networking concepts and technologies (latency, bandwidth, networking protocols), hardware (performance requirements, hardware limitations and bottlenecks) and other topics such as virtualisation, cloud computing, security, and troubleshooting.