



**Mariya Brovkina**

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## PROFESSIONAL EXPERIENCE

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### Junior Software Engineer – 04.2024 – present

Kaizen Gaming

Currently employed as a Backend Software Engineer at Kaizen Gaming as a member of Expansion and Regulation team, working closely with the regulators of every market and implementing features to ensure safe gambling. Also responsible for integrating new operators (countries) on Betano.

### Junior Software Engineer – 09.2022 – 03.2024

FARFETCH

Responsible for developing new initiatives and performing the research preceding the development, and maintaining applications owned by the team, performed migrations of our services to Kubernetes Infrastructure and implemented several features requested by Farfetch's tenants.

### Software Developer Intern – 07.2021 – 09.2021

Visma NMBRS

Developed an API Keys Tool to automate the process of obtaining and registering the API keys in the Key Vaults for secure internal services communication. Worked closely with .NET 5 framework, Microsoft Azure services, and Slack API (for notification purposes).

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## EDUCATION

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### University of Bradford – 20.01.2022 – 30.05.2022

Bradford, UK

Academic exchange programme

### Universidade Europeia (IADE) – 20.09.2019 – 20.05.2022

Lisbon, Portugal

Bachelors in Games and Apps Development

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## TECHNOLOGIES AND SKILLS

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ASP.NET, C#, MongoDB, Kubernetes, C++, Lua, JavaScript, Node.js, Java, Microsoft Azure, MySQL, Unreal Engine, Unity, DigitalOcean

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## PARTICIPATIONS AND AWARDS

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- Nominated 4<sup>th</sup> in the PlaystationTalents Portugal competition in 2021. Currently awaiting the result of the awards distribution.
- Participation in Hackathon during my 3<sup>rd</sup> semester at IADE – Developing Android app that addresses global climate change problems.

- Co-teaching an introductory creative programming class for newcomers during my 2<sup>nd</sup> semester at IADE.

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## PROJECTS

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### Little Howling Hood (LOVE2D, Lua)

- A simple 2D platformer game with handmade graphics and basic mechanics like fighting, climbing, and interacting.
- The game is inspired by the tale “Little Red Riding Hood” with a twist that the girl has become a werewolf herself. My work was focused on the behaviour of the enemies, the graphics (art, animations, assets), and game design.

### Twisted Hood (p5, JavaScript)

- Web-project that involved the development of a browser game with the implementation of Node.js server and MySQL database.
- The game was inspired by the auto-chess genre and takes the thematic of Little Howling Hood and adapts it to the new format. In this solo project I worked as a full-stack developer.

### Singing Sands (Unity, C#)

- Cross-platform project. Singing Sands is a 2D fighting game with the implementation of the database and interconnection with the Android app developed in Android Studio (Kotlin).
- It is a basic fighting game with a companion mobile app. I was tackling all the tasks related to the mobile app, its integration with the main game and connection to the database. In the game itself, I worked on the fighting mechanics, optimizing the collision detection and the characters’ controls.

### Metanoia (Unity, C#)

- A 3D project made as a part of the cross-semester at IADE, involving the collaboration with the Global Design students. Metanoia is a short, horror 1<sup>st</sup> person game that has become the 4<sup>th</sup> nominee for the PlaystationTalents Portugal competition in 2021.
- The game is a psychological horror about a child searching for his mother. In this game, I have been mainly working on the characters’ AI, Computer Graphics (handmade shaders), mini-games, and dialogue system.

### Total Neon Resonance (Unreal Engine 4, C++)

- TNR is a 3D rhythm racing multiplayer with the procedural generation of the track as well as the collectable beats that match the music rhythm. I worked on the music analysis algorithm, custom car mechanics, the creation of the dedicated and matchmaking servers.