

Alan Berberov

Game Programmer

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SUMMARY

Junior Game Developer highly experienced using C# and Unity with multiple released games on itch.io and experience in mobile development. I am currently seeking an Internship.

EXPERIENCE

Game Programmer (Part-Time)

Paintbucket Games

February 2024 - July 2024, Berlin, Germany

- Developed and released a 3D learning game, [Electrify Today](#), created in Unity, for Windows, iOS, Android and WebGL.
- Polished the project to deliver it within deadlines, bug-fixing, stress-testing, and optimizing.
- Created over 10 custom tools for game designers to speed up the development in C# and Python.
- Refactored and readapted an old code after drastic design changes to meet the goals.

Game Programmer (Internship)

Paintbucket Games

September 2023 - January 2024, Berlin, Germany

- Developed over 5 gameplay mechanics and systems for a 3D learning game, [Electrify Today](#), in Unity.
 - Benchmarked and Optimized game performance and reduced size for Windows and WebGL from not running state to 30FPS.
 - Created a highly accurate energy/electricity system for the entire game world with an upgrade mechanic, which acts as the main meta progression in the game.
 - Collaborated with UI and Music Artists to create fully-functioning UI menus and implement Music and SFX in major parts of the project.
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EDUCATION

BA in Game Design

University of Europe for Applied Sciences • Berlin, Germany • 2024

Economics Foundation Year

Bellerbys College • Brighton, UK • 2021

SKILLS

Highly proficient using Unity and C#

Proficient in Unity DOTS

Mobile Game Dev using Unity

Basic knowledge of CI

Intermediate level of JavaScript and Python

Basic knowledge of AWS

Git

Blueprints

Double Diamond

Agile/Scrum