Roman Dotsenko

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Dynamic .NET engineer with a strong background in backend development, game development and DevOps practices. Dedicated to delivering high-quality, innovative solutions that enhance user experiences and drive project success. Actively seeking challenging opportunities in the industry to harness the power of C# and .NET technologies.

Languages: C#, C++, C, Java, JavaScript, Python, Julia
Tools/Technologies/Libraries: .NET, Umbraco, Web.API, Visual Studio Professional, Visual Studio Code, Android Studio, AppsFlyer, OOP, Unity, Blender, Azure, HTML5.
https://github.com/roman-dotsenko

Professional Experience:

September 2023 – Present   **DEPT®, Amsterdam, Netherlands**
DEPT® is a full-service digital agency that supports various brands through insight, collaboration, tackling problems and harnessing global teams when needed.
.NET Software Engineer
- Utilized C# and .Net framework to modify existing functionality and add new features to existing applications according to provided specifications.
- Was responsible for coordinating backend development for the new project of one of the clients. Attended sales meetings. Was developing a new project alongside with the support of their current website. Solved a "website down" problem the fastest way possible so the client wouldn't lose money.
- Designed and developed new features for rebranded *Fastned* website using Umbraco, .NET Core, SQL .
- Worked on various client projects, averaging 6 or more components a week; supported existing code base, fixed bugs, and issues, maintained software architecture and quality.
- Participated in daily stand-ups and design meetings with other team members and client representatives.
- Clients that I have worked for and made a meaningful impact for their projects: *Fastned, Scandlines, Millieucentraal, Luxembourg Philharmonie, VvAA, Artis*.

May 2022 – June 2023   **DENT studios, Amsterdam, Netherlands**
DENT studios is a small vfx company which focuses on game development and creating visual effects for films and Netflix series.
Unity C# Software Developer
- Worked closely with visual effects artists to integrate visual elements seamlessly into projects, leveraging , C#, URP, Unity Visual Effects, Shader Graph, Post-processing, Timeline, and VIDE dialogue editor frameworks for immersive user experiences.
- Utilized Git for source control, enabling version tracking and collaboration among team members throughout the development process.
- Reviewed and optimized existing codebase to enhance overall performance and user experience, while spearheading the development of project architecture and logic using SCRUM techniques.
- Translated initial project requirements into actionable programming tasks and features, fostering clear communication and alignment between development team members and stakeholders.
- Supervised and mentored the technological side of development that consisted of 3 other Junior Unity developers.
- Explored VR and AR technologies in Unity for visual effects purposes, researching and implementing innovative solutions to elevate project creativity and technical capabilities. Created several workflows for seamless collaboration with artists, while also modifying and developing custom frameworks for further project development.

February 2022 – April 2022   **CrafiPlays, Inc., Gorinchem, Netherlands**

CarftiPlays is a small mobile game development company that develops games and games prototypes for mobile devices.

Unity C# Developer
- Collaborated closely with game designers and developers to ensure alignment of project vision and technical implementation, fostering a cohesive team environment and facilitating effective communication.
- Employed Git for robust source control management, enabling version tracking and streamlined collaboration among team members throughout the development lifecycle.
- Reviewed and refined existing codebase to enhance overall performance and usability, actively engaging with QA engineers to identify and resolve bugs for seamless user experiences.
- Translated initial project requirements into actionable programming tasks and feature developments, ensuring alignment with project objectives and stakeholder expectations.
- Implemented SCRUM methodologies for development purposes, fostering agile workflows and continuous improvement within the development team to meet project milestones effectively.

May 2020 – November 2021   **WarPlace, Inc., Kyiv, Ukraine**

Warplace Inc. is a game development company specialized in Real Time Strategy Game development. Warplace game currently available for free download on Google Play Market

Unity C# Programmer
- Worked closely with game designers, animators, and modelers to identify requirements and develop prototype for beta version of real time strategy game, Warplace; participated in design meetings and discussions.
- Developed various Warplace 1.0 game new functionality and modules using Unity and C#; utilized App Flyer API integration to handle users' events.
- Utilized Git for source control.
- Reviewed and modified the existing code to optimize overall performance and improve usability; work with QA engineers to identify and fix bugs.
- Responsible for translating initial requirements into programming tasks and features development.
- Developed product supporting documentation.

Education:
BS, Computer Engineering, APEPS department of Igor Sikorsky Kyiv Polytechnic Institute.
BS, Computer Science, Vrije Universiteit, Amsterdam

Languages:
English, Russian, Ukrainian.