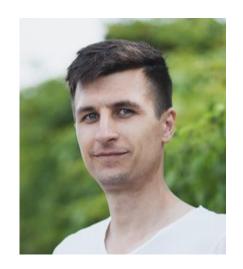# Roman Semenov

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[LinkedIn](#)

Job vacancy: Game developer.

Education: 2007 - 2011 Omsk State Technical University.

Bachelor of Science in Computer and Information Systems.

Summary

Technical Skills: Objective-C (2 years) C/C++(6 over years)

Scripting languages: Lua, Squirrel.

Platforms: IOS, Android, MacOS, Windows.

Work Experience:

G5 games

Dates Employed: 10.2017 – 12.2019

- [Match Town Makeover](#) Implementation of the gameplay system and logic in both C++ and Squirrel for City builder match 3 game. We use our own game engine.

Technologies: Squirrel, Spine, FMod.

Senior developer at [Nexters](#) (about 180 Employees)
Dates Employed: 10.2015 – 10.2017

- [Island Experiment](#) is multiplayer farm game (iOS, Android, macOS). We used cocos2dx engine. I implemented client-server interaction, game logic, and optimization like async texture loading and [SDF font](#), synchronized code with server and web client, worked with protobuf.

Senior game developer at [Red Machine](#) (about 15 Employees)

Dates Employed: 10.2013 - 10.2015

Responsibilities: gameplay system and logic, code review.

Apps:

- [Goblin Defenders 2: Heroes and Towers](#) (iOS, Android).Goblin Defenders is a sequel of the successful TD game. It was developed by two programmers (before the release of the first version. it spend about 9 months). It uses cocos2dx engine, cocosStudio for UI and animation, Fmod и fmod Studio for sound. TileMap editor for level design. Xml and encryption. I had experience to work remotely for 6 months.
- [Goblin Defenders: Steel 'n' Wood](#) cocos2d engine. I made a big update (1.9.1 ver). It includes: new levels, heroes, abilities and fortune wheel.

Mobile game developer at [AI Digit](#) (about 20 Employees)

Dates Employed: 09.2011 - 10.2013

Responsibilities: iOS game development, game design and management. I communicated with a graphics designer and a customer to lead the project. There is I made a lot of small games.

The Best of them:
- [Magic Forest](#) cocos2d + [box2d 2D](#) Physics Engine. I created level editor application (mac os).
- [Build-A-Zombie](#) I used UIKit to create my zombies from parts and cocos2d for the game scene where you need to shoot to them.
- [Santa's Reindeer Hunt](#) и [Mega Joey Jump](#) cocos2d with [tileMap editor](#). Experience with level designer.
- [ChakraGame](#) Good experience with graphics effects and shaders.
- [Okiiyo](#) cocos2dx, ios and android platforms. Game use OpenCV library for recognize real toys. After scanning it appear in game.

Miscellaneous:

I made a couple of my own mobile games: [Drums360](#), [Word game](#) to know about every step of game development from idea to support.

I visited mobile and game conferences like [DevGamm](#), [CodeFest](#), [Igromir](#).

Sometimes I participate in Game Jams, for example, this one [Ludum Dare 29](#).

Besides games, I like to write Arduino and python programs for my smart home project.

Also, I like to go to concerts and travel with my bicycle.