

Vitaliy Karabanov

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OBJECTIVE:

To obtain a position as a game developer.

HIGHLIGHTS OF QUALIFICATIONS:

- **Spoken Languages:** Russian, Hebrew, English.
- Hold a cumulative GPA of 3.88, achieving deans list for each semester attended.
- Professional with programming languages such as C, C++, C#, Swift.
- More than 1 year of experience with different engines such as Unreal and Unity (Game programming/Game design).
- Work well under pressure to meet deadlines.
- Hard worker, quick learner, good with co-workers' communication.
- Responsible, efficient, and flexible.

TECHNICAL SKILLS:

- GitHub, Perforce
- Agile, Scrum

- C, C++, C#, Swift
- Unreal Engine, Unity
- SDL, OpenGL, DirectX12

EDUCATION:

Game programming, Advanced Degree (CODE: T163)

January 2021 -

present

George Brown College, Toronto

- Knowledge of GDD process.
- **Projects during studies:**
 - **SDL:**
 - Spacecraft shooter.
 - Pathfinding 2D game with different algorithms for obstacle avoidance.
 - Top-Down adventure game.
 - Physics simulation system.
 - **OpenGL & DirectX12:**

- Work with vertices and indices for creating different shapes.
- Work with different shaders.
- Game-like project where we had a maze inside of a castle with different interactable objects. Input was taken from keyboard and mouse.
- **Unreal Engine:** Combat Car game.
- **Unity:** Physics simulation system (without using unity Physics components).

PROFESSIONAL EXPERIENCE

Administrator

March 2019 to December 2021

Elis Hotel, Bat Yam, Israel

- Got promoted to administrator position after showing the ability to successfully build relationships with customers by greeting them warmly, listening patiently and giving the best answers for the questions they had.
- Managed group from 4 to 7 people under my control and made sure that our goals were accomplished.
- Always found quick solutions in extremal situations.
- Worked with different managing tools.
- Obtained skill of time management.

Cook

December 2018 to March 2019

David Intercontinental, Tel-Aviv, Israel

- Worked under different circumstances and always made best out of any situation.
- Was multitasked cooked on public near pool and talked to lots of people. While keeping people entertained was making good quality food.

Aircraft Mechanic (group leader)

March 2016 to March 2019

Israel Military, Beer Sheva/Haifa, Israel

- Got to the position of the group leader, because of the fast learning, flexibility, and hard work.
- Managed group of 24 people under my control.
- Worked with extremely expensive aircrafts and important details for it, which are significant for pilot safety.
- Worked a lot under pressure of war situations and with high volume from the aircraft's engines.
- Always worried and helped my teammates.
- Trained Krav-Maga and to use weapon of different types.

Professional development:

- **Unreal Engine (C++/ Blueprints) *unpaid*:**
 - Global game jam 2022 "Auld Lang Syne"

Work with AI, UI, different types of inputs, game design and other things for the game.

- Greenlight GBC game– “Till Undeath Do Us Part” (October 2021 – present)

Work with UI, different types of actions such as detachment of different components by a certain input, inventory-like limb choice mechanics and other game logic.

- Greenlight GBC game– “Memento Mori” (January 2022 – present)

Work with UI, inventory system, movement mechanics such as grappling hook and other things.

- **Unity *unpaid*:**

- Several 2D side scroller games.
- 2D collect eggs to the box game.
- Snake 2D.
- Simple 3D coin Collector.