



Segrei Shorin

Game Developer with 3+ year of experience.
Skilled in implementing of algorithms,
knowledgeable in computer graphic.

Tbilisi, Georgia
(+995) 598-136-193
sdshorin@gmail.com
Telegram: @shorins
github.com/sdshorin

EMPLOYMENT HISTORY

Godot Developer (GameDev) – LTD "Funexpected", Moscow

MARCH 2019 — PRESENT

Created a educational game for child on Godot. [AppStore](#), [GooglePlay](#), [company site](#).

Using GDScript, C++, Python and sometimes Objective-C

List of accomplishments:

- Added 6 minigames to an app, created an education course in application
- Created procedural generation algorithms for 4 minigames
- Added sharing mechanic to app
- Created reporting service for parents of children, visualizing their progress
- Created an export service for automatic uploading of application to the App-Store
- Sped up packages exporting in Godot Engine
- Set up package distribution service for downloading only necessary courses and languages, which reduced overall application size
- Implemented AB-testing module

EDUCATION

Bachelor of Computing and Data Science – Higher School of Economics, Moscow

SEPTEMBER 2021 – PRESENT

École 42 – 21 programming schools,

FEBRUARY 2019 – PRESENT

PROJECTS

Scop

JUL 2021 – 42 School

[Source code](#)

- Render obj file with OpenGL

ssl-md5

JAN 2022 – 42 School

[Source code](#)

- Encryption algorithm from scratch
- Hash: md5 sha256 sha224 sha512 sha384 sha512/256
- Cipher: base64 des des-ecb des-cbc

printf

SEP 2019 – 42 School

[Source code](#)

- C printf function from scratch

SKILLS

C++

C

Godot Engine

Python