

# Segrei Shorin

Game Developer with 4.5+ years of experience. Passionate about math and Computer Science, I excel in a diverse range of technologies, spanning from low-level assembly and C to high-level systems and DevOps practices.

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## EMPLOYMENT HISTORY

### Godot Game Developer – LTD "Funexpected", Moscow

MARCH 2019 — PRESENT

Developed an interactive educational game for children aged 3-8 using the Godot engine. Available on: [AppStore](#), [GooglePlay](#), [company site](#).

Utilized a diverse technology stack, including GDScript, C++, Python, and occasionally Objective-C

- Introduced 6 new minigames to the app and crafted an educational course within it.
- Designed procedural generation algorithms for 4 of the minigames.
- Implemented account management functionality.
- Launched a reporting service for parents to visualize their children's progress.
- Established an automatic export service for AppStore uploads.
- Boosted the package export speed within the Godot Engine.
- Orchestrated a package distribution service, allowing for the download of only essential courses and languages, thereby reducing the app's overall footprint.
- Deployed an 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 – AUGUST 2023

## PROJECTS

### Game Engine

2023 – HSE Course Project [Source code](#)

- Developed a game engine from scratch.
- Created a custom CPU renderer.
- Engine supports complex game scenes with animations.

### ssl-md5

JANUARY 2022 – 42 School [Source code](#)







- Constructed an encryption algorithm from scratch.
- Employed object-oriented programming principles (including inheritance and virtual functions) in C.
- Implemented hash functions: MD5, SHA256, SHA224, SHA512, SHA384, SHA512/256.
- Developed ciphers: Base64, DES, DES-ECB, DES-CBC.

### Inception-of-Things

FEBRUARY 2022 – 42 School [Source code](#)

- Executed a foundational DevOps project using Kubernetes.
- Utilized tools such as Vagrant, K3S, K3D, and ArgoCD.

## SKILLS

-  C++
-  C
-  Godot Engine (GDScript)
-  Python
-  Pandas
-  asm RISC-V

### HTTP Webserver in C++

JUNE 2022 – 42 School [Source code](#)

- Implemented an HTTP server using C++.
- Supported GET, POST, PUT, DELETE, and HEAD methods.
- Ensured resilience under heavy loads.
- Provided support for both static and CGI content.

### Snake-sssembly-RISCV

APRIL 2023 – HSE [Source code](#)

- Developed a classic Snake game in RISC-V Assembly.
- Implemented low-level interrupt handling.
- Designed a memory-mapped I/O system.
- Achieved high-quality graphics with automatic background generation.