

# Anna Rosputnia

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**GitHub:** <https://github.com/tabiee>

## SUMMARY

I am a game programmer who likes picking up various skills. I'm invested in creative work, collaboration and teamwork and I always had a passion for games. Skilled with Unity, C#, as well as minor experience in Unreal 5. I am seeking to improve my programming skills and work on an interesting project.

## EDUCATION

**Bachelor of Business Administration:** ICT  
Game Production, Business Information Technology.

*Graduation expected in 12/2025*

Jamk University of Applied Sciences, Jyväskylä, Finland

## EXPERIENCE

**Programmer, 2D Artist & Product Owner – “Stellar Stables”**

Unity 2D, C# (September 2024 – December 2024)

- Co-lead a team of 6 people and resolved team conflicts
- Full production to Steam release experience in 3.5 months
- Made an interaction system with customizable conditions and actions
- Created gameplay using UI via Events and Buttons
- Made custom editors
- Edited and adapted inventory code assets to serve a different purpose

**Programmer & Tester – Lumo Creations, “Harmony in the Wild”**

Unity 3D, C# (April 2024 – August 2024)

- Reviewed and refactored existing game mechanics
- Created a modular player abilities system
- Developed a save system
- Conducted unit, functionality and play testing
- Created a bugtracker in collaboration with another tester

**Programmer – “Nature’s Bounty”**

Unity 2D, C# (April 2024, ~2 week prototype project)

- Created bullethell mechanics
- Created custom bullet behaviour defined by ScriptableObjects
- Created a modular player & enemy abilities system
- Followed Agile production planning

**Programming Freelancer**

Minecraft Datapacks, JSON (January 2021 – December 2022)

- Created custom Minecraft addons built on a popular public mod
- Solved problems through creative solutions with any available tools
- Communicated with clients to refine ideas and offer solutions

## SKILLS

- C#
- Unity
- Unreal Engine 5
- Visual Studio & VS Code
- Game testing/QA
- Agile & Scrum
- Jira, Zenhub, Trello

## PORTFOLIO

**Game Projects:**

<https://tabiee.github.io/>

**Thesis:** Research titled “*Technical Debt in Game Development*” that explored said topic.

Details here:

<https://urn.fi/URN:NBN:fi:amk-2025061322937>

## LANGUAGES

- English (Fluent)
- Russian (Native)
- Ukrainian (Native)