ANDREY NESTEROV

Game developer (C#/Unity)



Contacts

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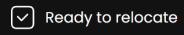
Mail an.i.nesterov@gmail.com

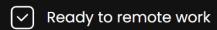
> **City** Moscow, Russia



GitHub github.com/thelightone

Portfolio play.unity.com/u/ANesterov







Playdex

2023 - now

- · Creation of casual and HC games
- Integration Unity games as widget in Flutter
- · Configuring data exchange between systems
- · API development and documentation writing
- Interface layout

Unity consultant

Unity developer

2022-2023

Freelance

- Development of game prototypes and mechanics from scratch
- Implementation of UI, scene management
- · Working with built-in and URP renderers
- Teamwork with a programmers and artists

C# developer

2023

NPO Ilgeri

- · Creating a quest game:
- Development and coordination of the concept
- Programming and deployment of the project
- · Refactoring, support and bug fixing

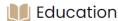
C# developer/Project manager

2022

BOOK OF QUESTS (Quest game)

- Development of the game structure
- Integration with API's and databases
- Implenentation of monetization and adds
- Promotion of the game to 35,000 users

Previosly: > 4 years of experience as product manager



UNITY. LEARN

Creative & Programming pathways

UST University

C# Developer

on beveloper

MOSENERGO College Graphic designer



Code: Unity:

3D:

- C#
- ECS
- Modeling

- .OOP
- Shader Graph
- Texturing

- Git
- VFX
- Rigging

- Agile
- Post-effects
- Animation