ANDREY NESTEROV

Game developer (C#/Unity)

Contacts

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City
Moscow, Russia

Links

GitHub
github.com/thelightone

Portfolio
play.unity.com/u/ANesterov

- ☑ Ready to relocate
- ☑ Ready to remote work

I am a C#/Unity game developer and innovation enthusiast with a passion for games and technologies

💼 Experience

Unity developer — 2023 - now
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 — 2023
BOOK OF QUESTS (Quest game)
- Development of the game structure
- Full programming of all functionality
- Implenentation of monetization and adds
- Promotion of the game to 35,000 users

Previosly: > 4 years of experience as product manager

📖 Education

UNITY. LEARN
Creative & Programming pathways

UST University
C# Developer

MOSENERGO College
Graphic designer

⚙️ Skills

Code:	Unity:	3D:
C#	Lighting	Modeling
.OOP	Shaders	Texturing
Git	VFX	Rigging
Agile	Post-effects	Animation