# **ANDREY NESTEROV**

Game developer (C#/Unity)



Contacts

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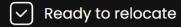
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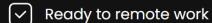
**GitHub** 

github.com/thelightone

**Portfolio** 

play.unity.com/u/ANesterov







About me

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
- 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**

C# Developer

Creative & **Programming** pathways

**MOSENERGO College** Graphic designer

**UST University** 



Skills

#### Code: **Unity:**

- C#
- Lighting
- Modeling

- .OOP
- Shaders
- Texturing

- Git
- VFX
- Rigging

- Agile
- Post-effects
- Animation