

# ANDREY NESTEROV



## UNITY GAME DEVELOPER

### CONTACTS

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- github.com/thelghtone
- Moscow, Russia

- ✓ Ready to relocate
- ✓ Ready to remote work

### SKILLS

- Expertise in Unity (2D & 3D)
- C# programming
- OOP, SOLID
- Knowledge of design patterns
- Game performance optimization
- Experience in multiplayer
- UI development
- Shaders development
- Game design knowledge
- Cross-functional work
- Git and bug tracking

### LINKS



GitHub



Portfolio

## WORK EXPERIENCE

08.23 - NOW

### UNITY DEVELOPER | OTHERVERSE

- Developed multiplayer 4X-strategy (3D, cross-platform)
- Worked with Photon Unity Networking
- Audit and reworked existing architecture and code base
- Implemented new features and fixed bugs
- Worked with animations, VFX and audio to designed battle scenes

06.23 - NOW

### UNITY DEVELOPER/CONSULTANT | VELOCITY STUDIOS CO.

- Developed multiplayer platform with a set of casual games (2D, mobile)
- Created games from scratch and adapted assets/agency projects
- Developed common settings system for all games (scores, volume, theme)
- Designed adaptive interfaces and worked with GUI
- Created API and documentation to interact with app from Flutter backend
- Conducted interviews and Unity trainings for the team
- Tracked bugs, refactored code and optimized games
- Cross-functional work with artists, developers, PM's and producer
- Worked with Git, ClickUp, Figma, Nakama, used Agile approach

01.23 - 05.23

### C# DEVELOPER/FOUNDER | BOOK OF QUESTS

- Developed text quest & visual novel games as own project and for order
- Designed flexible and scalable architecture of quests
- Made integrations with different API's and databases
- Designed monetization, built-in advertisement and progress saving
- Collaborated with clients to deliver high-quality projects within deadlines

05.22 - 12.22

### UNITY DEVELOPER | FREELANCE

- Created games in different genres (RTS, turn-based strategy, platformer, casual, auto-battler)
- Developed whole game architectures and separate mechanics
- Worked with Shader Graph and VFX (Graph and particle systems)
- Worked with URP, lighting, audio, post-processing and animation

## EDUCATION

### UNITY

Unity Developer

### UST UNIVERSITY

C# Developer

### MOSENERGO COLLEGE

3D modeller & animator

## ADDITIONAL

### LANGUAGES

- English - C1
- Deutsch - B2
- Russian - native

### DEVGAMM

- Volunteer