

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



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 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
- Implementation of monetization and adds
- Promotion of the game to 35,000 users

Previously: > 4 years of experience as product manager



Education

UNITY. LEARN

Creative & Programming pathways

UST University

C# Developer

MOSENERGO College

Graphic designer



Skills

Code:

- C#
- .OOP
- Git
- Agile

Unity:

- Lighting
- Shaders
- VFX
- Post-effects

3D:

- Modeling
- Texturing
- Rigging
- Animation