

ANDREY NESTEROV

UNITY/C# DEVELOPER
(MIDDLE+)



EXPERIENCE

Unity developer (Middle+, VR)

Blockchain Sports | 02.24-H.6

- Development of multiplayer VR simulators using Mirror
- Optimization of graphics and performance for virtual reality headsets
- Configuration of lighting, visual effects, and post-processing

Unity developer

Freelance | 10.21-H.6

- Game development, from Hypercasual to Midcore
- Creation of shaders, VFX and SFX, texturing, rigging and animation of models
- Development and assembly of game levels

Unity/C# developer (frontend lead)

Velocity Studios Co. | 06.23 - H.6

- Development of a multiplayer 3D game aggregator app in a casual style
- Designing the app architecture
- Creating an adaptive user interface
- Performance optimization and bug tracking
- Mentoring new employees
- Git, ClickUp, Firebase, Nakama, Figma, Agile

Unity/C# developer

OtherVerse | 08.23-10.23

- Development of a multiplayer 4X strategy game (3D, mobile)
- Working with multiplayer (Photon Engine)
- Redesigning the existing architecture, code refactoring
- Level design: audio, FX, texturing

Lead C# developer

Book of Quests | 10.22-05.23

- Creating a game based on a Telegram bot (a collection of text-based quests)
- Deploying the game on a server, integrating payment systems

EDUCATION

UNITY (official courses)

- Unity developer

UF University

- C# developer

MOSENERGO college

- 3DsMax, Photoshop

ADDITIONAL

- English - C1
- Deutsch - C1
- Driving lic. B
- Volunteer:
 - DevGamm
 - IndieGo

CONTACTS



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Moscow, Russia



Ready to remote work



Ready to office work

SKILLS

- Unity3D
- Telegram bots&mini apps
- Optimisation
- C# programming
- Knowledge of OOP, SOLID, patterns
- Creating of adaptive interfaces
- Knowledge of game design
- Shaders creating
- Rigging and animations
- Lighting and texturing
- FX (Particle Systems, VFX Graph, audio)
- Graphic instruments (Photoshop, Figma, Corel Draw)
- 3D-modelling
- Teamwork, Git, Agile

Git



Portfolio

