

# Palina Maslava

## Unity developer

I worked in web development 3+ years and also have experience in design and 3D modeling. In the last year, I shifted my focus to game development and actively participated in several projects of varying complexity. I want to join a skilled development team where I can make a meaningful contribution and further advance my expertise.

My current location is Vilnius, I have a temporary residence permit, but I opened for relocation.

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portfolio: tndrm.github.io

## WORK EXPERIENCE

### Freelance — Unity developer

Dec 2022 - present Vilnius, Lithuania

During this time, I have been creating small hypercasual games with popular mechanics and proof-of-concept games using Unity 3D. For the past three months, I have been working on a midcore 2D game as part of a small team at Fireclaw Studio.

### Akveo — Full-stack developer

Aug 2016 – Oct 2022 Minsk, Belarus  
(career break for maternity leave and relocation)

During my work in this position I have had experience developing applications from scratch and supporting huge projects.

My responsibilities:

- Creation of new features and support for existing software.
- Wrote **unit tests** (Mocha, Chai).
- Created technical **documentation**.
- Communicated with customers and international teams.
- Reviewed code and **mentored junior** developers.

A bit more about projects I was doing:

Started as a front-end developer on Akveo homepage and **open-source** products based on **Angular 9+**: NgX-Admin (admin dashboard), Nebular (customizable Angular UI Kit), etc. I have implemented UI components for different versions and created technical and user documentation.

For 2 years I worked as a full stack developer on a group of commercial projects for a USA customer:

One of them was a service that provides vehicle history information by VIN number. As part of a small team I develop app basic architecture from scratch with **node.js, MySQL and React**. I configured the Docker engine and implemented futures such as payments, dynamic PDF reports generating, **API endpoints**, accounts, etc.

Second one was a brokerage service that provides access to the Auto Auction in the USA and Canada. I transfer the existing UI in coffeeScript into **Angular**, along with creating new features. On the backend side, I updated the autobidding system and auctions results collecting system. I fixed critical bugs and wrote unit tests for the core features. The stack technologies was: **Express.js, mySQL, AWS, MongoDB**

My last project was Openmatics - a huge B2B project with an international team. It was a platform for fleet operators to get real-time data on vehicles and control them remotely. On this project I worked a lot with maps, managed and upgraded project architecture and created **technical documentation**. The stack technologies were: **Angular, Java 8, Spring, Jenkins**.

### Freelancer

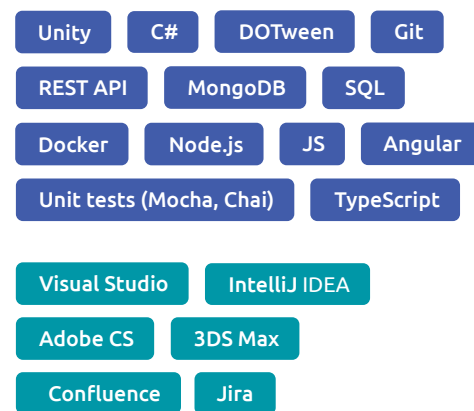
Aug 2009 – Aug 2016 Minsk, Belarus

I created digital, print and **animated content** for local campaigns, advertising programs and events. Sketched, created **3d models** and prototypes of product designs.

Designed, and optimized graphic content for all marketing areas: website, emails, online advertising etc.

For the last year I have been focusing only on **web development**. I made landing pages and sites. During my work I have collaborated with brands such as Lemon Digital, Max Mara, Baldinini, Almier, etc.

## SKILLS



## LANGUAGES

Russian, Belarusian (Native)



English (B1+) Taking a course with a tutor



## Education

Industrial Design

Belarusian State Academy of Arts

2011 – 2016

Belarus

Bachelor degree in industrial design