

Palina Maslava

Unity developer

I worked 3+ years in web development, also have experience in design and 3D modeling. Now I'm looking for a job in a game development team, as I want to improve in this field.

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WORK EXPERIENCE

Pet projects — Unity developer

Jul 2022 - present
Vilnius, Lithuania

Last several months I have been learning basics of C#. During this time I started making small games with popular mechanics.

Akveo — Full-stack developer

Aug 2019 – Jan 2020
Minsk, Belarus

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

- Tasks:
- 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 autobiding 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**.

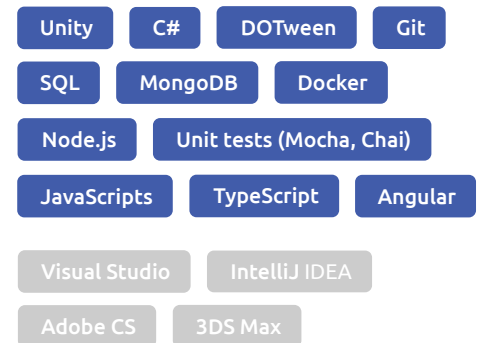
Freelance

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)



Education

Industrial Design

Belarusian State Academy of Arts

2011 – 2016
Belarus

Bachelor degree in industrial design