

Palina Maslava

Unity developer

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

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

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github.com/tndrm

WORK EXPERIENCE

Pet projects — Unity developer

Sep 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 using Unity 3d. You can find my pet projects here <https://tndrm.github.io/>

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.

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 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

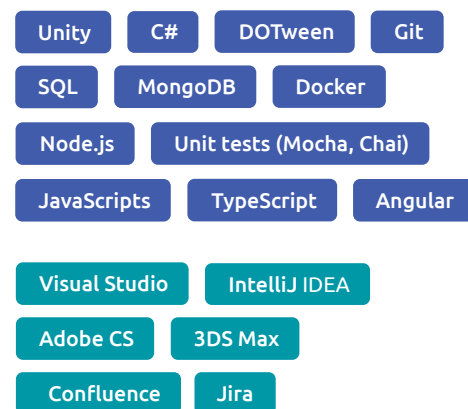
Aug 2009 – Aug 2016 Minsk, Belarus

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