

Palina Maslava

Game 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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WORK EXPERIENCE

Freelance — Game developer

Dec 2022 - present Vilnius, Lithuania

During this time, I have been creating small hyper casual games with popular mechanics and proof-of-concept games using Unity 3D. As a freelancer I have been working for a 4 months on a midcore 2D RPG game as part of a small team at Fireclaw Studio.

SneakyBox — Game developer intern

Oct 2023 - Dec 2023 Vilnius, Lithuania

I worked on porting a popular FPS game to Xbox and PlayStation platforms.

My responsibilities:

- Collaborating with developers to optimize game performance
- Implementing platform-specific features
- Troubleshooting compatibility issues and fixing minor bugs

Akveo — Full-stack developer

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

At this position I had experience developing applications from scratch and supporting huge projects.

My responsibilities:

- Implementing new features and maintenance existing software.
- Writing **unit tests** (Mocha, Chai).
- Creating technical and user **documentation**.
- Communicating with customers and collaborating with remote teams and designers.
- Reviewing code and **mentoring junior** developers.

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

For 2 years I worked as a full-stack developer on a group of 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** and implemented futures such as payments, dynamic PDF reports generating, API endpoints, accounts, etc.

Second project 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 technology stack 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 vehicles data and control them remotely. On this project I worked a lot with maps, managed and upgraded project architecture and created technical documentation.

The technology stack was: **Angular**, **Java 8**, **Spring**, **Jenkins**.

Freelancer

Aug 2009 – Aug 2016 Minsk, Belarus

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

For the last year I have been focusing only on **web development**. I made landing pages and sites.

SKILLS

Unity

C#

DOTween

Plastic SCM

Git

Docker

REST API

MongoDB

SQL

Node.js

JS

TypeScript

Unit tests

Angular

Visual Studio

IntelliJ IDEA

Adobe CS

3DS Max

Confluence

Jira

LANGUAGES

English (B2) Taking a course with a tutor



Russian, Belarusian (Native)



Education

Industrial Design 2011 – 2016 Belarus
Belarusian State Academy of Arts

Bachelor degree in industrial design