

Information



Name: Egor Tomashin

Gender: male

Birthdate: 26.05.2000

Phone number: +79166163090

Email: tomashined@mail.ru, tomashined@gmail.com

Location: Russia, Moscow region, Povarovo

Citizenship: Russia

Education

University: *Moscow Polytechnic University*

Period: *2018 – to the present (bachelor's degree until 2021)*

Department: *Institute of printmedia and information technologies*

Specialty: *09.03.02 Information systems and technologies*

Specialization: *Augmented and virtual reality technologies in the media industry*

Desired positions

- Project Manager
- Game Designer
- Unity C# Game Developer (Mobile, AR, VR)

Work experience

Organization	Magic Quick, https://magicquick.me/
Region	New York, USA (remotely)
Period	April 2020 to the present
Work type	Project work
Position	Unity AR Game Developer
Responsibilities	Development of parts of future educational games and applications in augmented reality for mobile devices.

Organization	FIRGAMESUS (Егор Томашин), https://firgamesus.ru/
Region	Povarovo, Russia
Period	September 2018 – to the present
Work type	Project work
Position	Game Designer & Developer & Publisher
Responsibilities	Development of games and apps for mobile platforms (simple and with AR and VR) on Unity Engine with C#. It is my "studio", on behalf of which I publish my personal projects.

Organization	Earworm Studio, http://earworm.studio/
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Egor Tomashin - CV

Region	<i>Moscow, Russia</i>
Period	<i>September 2020 – November 2020</i>
Work type	<i>Full-time</i>
Position	<i>Unity Game Developer</i>
Responsibilities	<i>Game development for various platforms such as Android (Google Play and UDP) and WebGL (Russia social networks) on Unity with C#.</i>
Dismissal	<i>By agreement of the parties, because of crisis</i>

Organization	<i>AdStarter</i>
Region	<i>Moscow, Russia</i>
Period	<i>July 2020 – September 2020</i>
Work type	<i>Full-time</i>
Position	<i>Unity Developer</i>
Responsibilities	<i>Apps development for publishing to Google Play with WebView.</i>
Dismissal	<i>Move to game studio.</i>

Organization	<i>GTA 5 RP: Grand Role Play</i>
Region	https://gta5.grand-rp.su/
Period	<i>March 2020 – June 2020</i>
Work type	<i>Part-time</i>
Position	<i>Game admin, Tester</i>
Responsibilities	<i>Monitoring compliance with game rules on the server, communicating with players, inventing various activities and entertainment for them.</i>
Dismissal	<i>By choice, the need to grow as a programmer.</i>

Organization	<i>TV Channel TNT (Internet Department), https://vk.com/tnt</i>
Region	<i>Moscow, Russia</i>
Period	<i>October 2019</i>
Work type	<i>Temporary work</i>
Position	<i>Coordinator, Community manager</i>
Responsibilities	<ul style="list-style-type: none"> - coordination of community subscribers for effective "fight" in VK Pixel Battle 2019 - search for allies among other teams - Organization of places of communication - creation of graphic materials - final collection of ID of all participants for further awarding

Organization	<i>Liga Robotov, https://obraz.pro/</i>
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Region	<i>Moscow, Russia</i>
Period	<i>February 2019 – April 2019</i>
Work type	<i>Part-time</i>
Position	<i>Teacher of programming for children and teenagers</i>
Responsibilities	<i>Teaching visual programming to children and teenagers in Scratch and LEGO MINDSTORMS.</i>
Dismissal	<i>Due to the delay of salaries</i>

About me

I develop mobile games and apps on Unity Engine major platforms such as Android (Google Play, UDP), IOS (App Store), WebGL (Russian social networks). Also, because of my future specialization, projects with augmented and virtual reality for Android and IOS (Google VR, ARCore & ARKit) and for VR helmets (HTC Vive).

I do all these on Unity Engine with C#. Projects from "FIRGAMESUS" and my university are my personal ones, that are made from scratch. Therefore, I am not only a programmer, but also a game designer. Another apps and games made as part of various teams.

The project portfolio is available [on my second website](#).

Professional skills

- More than 2 years of C# Unity programming
- The layout adaptive UI in Unity
- Experience of integration different plugins
- Work with AR and VR (Google VR, ARFoundation, HTC Vive Wave VR)
- Projects porting and publishing to Google Play and Russian social networks
- Experience of JavaScript and PHP programming
- Work with web hosting and parsing sites and files
- Ability to work with packages of Adobe, Microsoft, Google
- Ability to manage a team
- Writing GDD and documentation
- Native Russian, Good English reading and writing skills (B1)

Дополнительные контакты

VK	https://vk.me/tomashined
Telegram	https://t.me/tomashined
WhatsApp	89166163090
Skype	live:tomashined