

## Information



Name: Egor Tomashin

Gender: male

Birthdate: 26.05.2000

Phone number: +79166163090

Email: [tomashined@mail.ru](mailto:tomashined@mail.ru), [tomashined@gmail.com](mailto:tomashined@gmail.com)

Location: Russia, Moscow region, Povarovo

Citizenship: Russia, ready for relocation

## Education

University: *Moscow Polytechnic University*

Period: *2018 – to the present (bachelor's degree until 2022)*

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 Developer

## Work experience

Organization	<i>NDA</i>
Region	<i>Russia</i>
Period	<i>January 2021 to the present</i>
Work type	<i>Permanent and full-time work</i>
Position	<i>Middle Unity Developer</i>
Responsibilities	<i>Game development</i>

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

Organization	<i>FIRGAMESUS (Egor Tomashin), <a href="https://firgamesus.ru/">https://firgamesus.ru/</a></i>
Region	<i>Povarovo, Russia</i>
Period	<i>September 2018 – to the present</i>

## Egor Tomashin - CV

Work type	<i>Project work</i>
Position	<i>Project Manager &amp; Game Designer &amp; Unity Developer</i>
Responsibilities	<i>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.</i>

Organization	<i>GOLDFINCHWORKS, <a href="https://goldfinchworks.ru/">https://goldfinchworks.ru/</a></i>
Region	<i>Moscow, Russia</i>
Period	<i>December 2020</i>
Work type	<i>Project and temporary work</i>
Position	<i>Unity Developer</i>
Responsibilities	<i>Development of VR simulators for the industry on HTC Vive Focus Plus</i>
Dismissal	<i>It was a temporary work</i>

Organization	<i>Earworm Studio, <a href="http://earworm.studio/">http://earworm.studio/</a></i>
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	<i><a href="https://gta5.grand-rp.su/">https://gta5.grand-rp.su/</a></i>
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>

## Egor Tomashin - CV

Dismissal	<i>By choice, the need to grow as a programmer.</i>
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Organization	<i>TV Channel TNT (Internet Department), <a href="https://vk.com/tnt">https://vk.com/tnt</a></i>
Region	<i>Moscow, Russia</i>
Period	<i>October 2019</i>
Work type	<i>Temporary work</i>
Position	<i>Coordinator, Community manager</i>
Responsibilities	<i>- 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</i>

Organization	<i>Liga Robotov, <a href="https://obraz.pro/">https://obraz.pro/</a></i>
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 am Egor from Russia, 20 years old. I am ready to move to another country with relocation support, but because of current epidemiological situation I prefer remote work at first time. At the moment, I am studying in the 3<sup>rd</sup> year at the University (Moscow Polytech), but it is not a hindrance for full-time work because of it is good when student works.

I develop games and apps for Android (Google Play, UDP), IOS (App Store), WebGL (social networks). Because of specialization "AR and VR technologies in the media industry" I also can create projects in AR/VR/MR formats (Google VR, ARFoundation, HTC Vive, etc.).

I started my "life" in GameDev with development in Unity + C#, making my personal projects from scratch to release. So, during this time, I managed to test myself in many positions – Project Manager, Game Designer, etc.

You can view my project portfolio [on my website](#).

## Professional skills

- Five-year experience in GameDev, but hard experience is less
- Optimal knowledge of Unity + C# and programming principles

## Egor Tomashin - CV

- Projects for various platforms and formats
- Integrating different plugins
- Coding in JavaScript and PHP for WebGL projects
- Work with software from Adobe, Microsoft, Google, Autodesk
- Ability to manage teams and projects
- Writing GDD & documentation
- Native Russian, Intermediate English (B1)

### **Additional contacts**

LinkedIn	<a href="https://vk.me/tomashined">https://vk.me/tomashined</a>
Telegram	<a href="https://t.me/tomashined">https://t.me/tomashined</a>
WhatsApp	89166163090
Skype	live:tomashined
LinkedIn	<a href="https://www.linkedin.com/in/tomashined/">https://www.linkedin.com/in/tomashined/</a>