

## 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 C# Game Developer (Mobile, AR, VR)

## Work experience

Organization	Magic Quick, <a href="https://magicquick.me/">https://magicquick.me/</a>
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), <a href="https://firgamesus.ru/">https://firgamesus.ru/</a>
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, <a href="http://earworm.studio/">http://earworm.studio/</a>
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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	<a href="https://gta5.grand-rp.su/">https://gta5.grand-rp.su/</a>
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), <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	<ul style="list-style-type: none"> <li>- coordination of community subscribers for effective "fight" in VK Pixel Battle 2019</li> <li>- search for allies among other teams</li> <li>- Organization of places of communication</li> <li>- creation of graphic materials</li> <li>- final collection of ID of all participants for further awarding</li> </ul>

Organization	<i>Liga Robotov, <a href="https://obraz.pro/">https://obraz.pro/</a></i>
Region	<i>Moscow, Russia</i>

# Egor Tomashin - CV

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
- 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>