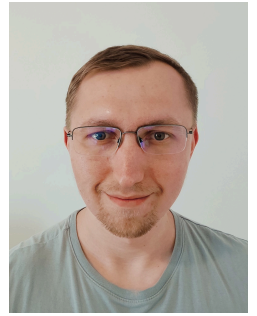


MARIAN IAROMA

SENIOR SOFTWARE DEVELOPER / TECH LEAD

email: yaroma.maryan@gmail.com



SKILLS

- C++
- C#
- OpenGL / GLSL
- Math
- Algorithms / STL / Boost
- Design Patterns
- Leadership / Mentoring

TOOLS

- Unreal Engine / Unity
- VisualStudio / Vim
- GCC / Clang / MSVC
- RenderDoc / Nvidia Nsight
- CMake
- Perforce / Git
- Jenkins / TeamCity

EDUCATION

Software engineer

2008-2012 Baltic State
Academy (Computer Science)

Technical Certifications

Data Structures ([cert](#))
Algorithmic Toolbox ([cert](#))
C++ Development ([cert](#))

Languages

English: Upper-Intermediate (B2)

CONTACTS

email: yaroma.maryan@gmail.com
site: <https://yaroma.info/>
linkedin: [linkedin.com/in/yaroma/](https://www.linkedin.com/in/yaroma/)
reel: [youtube video 1 min](#)

PROJECTS

Injustice 2
Last Day on Earth: Survival
SKYHILL
Niffelheim

SUMMARY

For more than 10 years, my mission has been to craft efficient code. This passion motivates my dedication to C++ and leads me to invest all my time in programming.

Diving into algorithms, debugging, code translation analysis, profiling, and studying the hardware specifications for optimal code performance are among my favorite challenges.

Having contributed to various games across multiple platforms, my experience involved every aspect of game programming. Frequently, this journey has placed me in the role of a technical lead.

EXPERIENCE

[Sperasoft, a Keywords Studio](#) (2021-Present)

Warner Bros. NetherRealm Studios - Injustice 2

Senior Software Developer / Tech Lead

- Led a team of engineers, managing code reviews, mentoring, improving workflow, and working with other teams to meet project goals.
- Drove the design and implementation of new game features, greatly improving the game's playability and the quality of the code.
- Implemented robust client-server interactions, ensuring seamless gameplay and maintaining data integrity.
- Raised code quality and game performance by refactoring and optimizations, making it faster, easier to maintain and more reliable.
- Improved documentation and sharing of knowledge, creating a learning environment and making the promotion and interview conducting process more organized.

[Kefir](#) (2019-2021)

Senior Software Engineer - Last Day on Earth: Survival

- Specialized in game prototyping, projects from initial concept through to soft launch, with a strong emphasis on innovation and preparing games for the market.
- Developed toolkits for performance enhancement and automation, significantly improving development workflows and boosting team productivity.
- Designed and implemented complex game logic and stable server interactions for the highly acclaimed game "Last Day on Earth," contributing to its success.
- Created secure mechanisms for the transfer of in-game currencies enhancing client-side security and preventing breaches, which in turn increased the company's revenue.
- Integrated and developed diverse external tools and services, including analytics, advertising, and additional functionalities, into the game's framework.