

# Vicky Voinova

## Software Developer

Ottawa, ON K2M0A4

(613)-501-1002

Email: [vicky.voin@gmail.com](mailto:vicky.voin@gmail.com)

LinkedIn: [www.linkedin.com/in/viktoriya-voinova](https://www.linkedin.com/in/viktoriya-voinova)

Github: [www.github.com/vicky-voin](https://www.github.com/vicky-voin)

I am a passionate Software Developer with 7+ years of experience developing interactive standalone and mobile applications. I enjoy working with others to solve problems and taking on challenging tasks.

### Professional Experience

#### Capgemini Engineering - Software Engineer

May 2024 - January 2025

- Worked on feature packages to accelerate the development of client projects, with a focus on **UI** related technologies (**UXML**, **USS**)
- Authored a **UI Layout** package to help simplify the management of the layout for client projects
- Implemented basic **3D camera controls** to be shared across Digital Twin projects
- Participated in frequent **code architecture** discussions with a team of developers

#### Unity Technologies - Software Developer, Accelerate Solutions

May 2022 - May 2024

- Worked on multiple **Digital Twin** projects for clients in various industries, including large companies in the Oil and Gas field
- Authored a **Login** feature to be reused for various client projects (connected Unity frontend portion to the **Keycloak** system set up by backend developers)
- **Profiled and optimized** client projects for mobile platforms

#### Unity Technologies - Software Developer, Unity Templates

October 2020 - April 2022

- Helped support and maintain a wide range of **templates** for Unity Editor
- Developed an in-Editor tool using **UI Toolkit** to simplify and accelerate template creation process

#### SnowedIn - Software Engineer

December 2019 - September 2020

- Worked as a **C++** developer on **Madden 21**
- Debugged issues related to **matchmaking** and **online services**, including console-specific problems (**Xbox One**, **PS4**)

#### Kindly Beast - Developer

August 2019 - October 2019

- Collaborated with a team **backend developers** to create a suite of unit tests using **Unity Web Requests** for the player profile system

#### Iversoft Solutions - Game Developer

August 2016 - August 2019

- Maintained an existing portfolio of **mobile games**, as well as developed small mobile games and client projects from scratch and **published them to the app stores**

## Skills Summary

### Languages

C#, C++, Python, Objective-C

### Game Engines

Unity Engine (UI Toolkit, NGUI, mobile and standalone development, Web Requests, Test Framework)  
Unreal Engine 4 (Blueprints)

### Version Control

Git, Perforce

### Other

JSON, AR/VR, CI/CD, 3D modelling

### Soft Skills

- Capable of working **independently**, as well as **collaborating** on team projects
- Experience communicating with **clients and non-technical team members**
- Familiarity with **Agile** and **Waterfall** development and the use of **JIRA** or **Github** for task management

## Education

Game Development - Algonquin College (2013 - 2016)

## Languages

English, Russian

## Interests

Dungeons & Dragons, anime, video games, drawing, biking

References are available upon request.