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Vicky Voinova

Software Developer

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 Digital Twin 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
- Participated in frequent **code architecture** discussions with a team of developers

Unity Technologies - Software Developer, Accelerate Solutions

May 2022 - May 2024

- Delivered 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 and **WebGL**

Unity Technologies - Software Developer, Unity Templates

October 2020 - April 2022

- Helped develop 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** and debugged issues related to **matchmaking** and **online services**, including console-specific problems (**Xbox One**, **PS4**)
- Added features to an internal time tracking application using **WPF** and **C#**

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 built with **REST API**

Iversoft Solutions - Game Developer

August 2016 - August 2019

- Maintained an existing portfolio of **mobile games (Android, iOS)**, 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, Android, iOS, Xbox One, PS4, WebGL, REST API, WPF, Flexbox

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.