

VICTORIA ABALINA

GAME DEVELOPER

ABOUT

A highly-motivated and enthusiastic developer with passion for coding and using acquired skills to create something worthwhile.

CONTACT INFO

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LANGUAGES

Russian 
Native

English 
C1 - Advanced

Romanian 
B1 - Intermediate

EDUCATION

Moldova State University [2021 - now]
Master's Degree, Computer Science

Moldova State University [2018 - 2021]
Bachelor's Degree, Applied Informatics

CERTIFICATION

Principles of software testing [2020]
Certificate, Allied Testing-M

WORK EXPERIENCE

Unity Developer [2022 - now]
Midnight Works

- producing prototypes of gameplay features
- translating design ideas into functional game code
- troubleshooting and fixing bugs

SKILLS

Core Competencies
OOP, SOLID, Design Patterns, UI/UX Design

Languages
HTML, CSS, JavaScript, C/C++, C#

Tools & Frameworks
Unity, Unreal Engine, Blender, Aseprite, Git