

# VICTORIA ABALINA

## GAME ENGINEER

### CONTACT

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### COMPETENCES

- OOP, SOLID, Design Patterns, MVC, SQL/NoSQL, REST, Regex
- C#, C/C++, Java, JavaScript, HTML/CSS, JSON, XML
- .NET, Unity, Git, SVN
- Scrum, Kanban

### EDUCATION

#### Master of Computer Science

Moldova State University  
2021 - 2023

#### Bachelor of Computer Science

Moldova State University  
2018 - 2021

### CERTIFICATION

#### Principles of software testing

Allied Testing-M  
2020

### LANGUAGES

Russian	♥♥♥♥♥♥♥
Native	
Romanian	♥♥♥♥♥♥♥
Bilingual	
English	♥♥♥♥♥♥♥
C1 - Advanced	
Czech	♥♥♥♥♥♥♥
A1 - Beginner	

### PROFILE

Enthusiastic professional with 2 years of commercial experience and a total of 4 years in game development for desktop and mobile platforms. My solid programming skills, combined with a keen artistic eye, make me a valuable asset in the industry where creativity and technical expertise meet.

### WORK EXPERIENCE

#### C#/Unity Developer

oct 2022 - oct 2023

Strange Loop Games | USA (*Remote*)

- Contributed to development of a desktop multiplayer AA-game.
- Managed both server and client components.
- Troubleshooted, debugged, resolved issues in diverse systems (gameplay, tooltips, inventory, etc.).
- Optimized and refactored code to enhance maintainability.

#### C#/Unity Developer

apr 2022 - aug 2022

Midnight Works | Moldova (*On-site*)

- Participated in full-cycle mobile game development (Android/iOS), from initial design to release.
- Produced prototypes of gameplay features and mechanics.
- Integrated various SDKs (AdMob, IAP, IronSource, etc.).
- Conducted performance profiling and optimization for mobile devices.