

VICTORIA ABALINA

GAME DEVELOPER

CONTACT

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COMPETENCES

- OOP, SOLID, Design Patterns, MVC, SQL
- C#, C/C++, JavaScript, HTML/CSS
- .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

English



C1 - Advanced

Romanian



B2 - Upper-Intermediate

PROFILE

Highly-motivated and enthusiastic professional with almost 2 years of commercial experience and strong background in desktop and mobile game development. Passionate about translating wildest ideas into functional code to ensure immersive experience.

WORK EXPERIENCE

Unity Developer

oct 2022 - present

Strange Loop Games | USA (*Remote*)

- desktop multiplayer game development
- maintaining both server and client sides
- troubleshooting, debugging, fixing issues in various systems
- code optimization and refactoring

Unity Developer

apr 2022 - aug 2022

Midnight Works | Moldova (*On-site*)

- full-cycle mobile game design/development (Android/iOS)
- producing prototypes of gameplay features and mechanics
- integrating various SDKs (AdMob, IAP, IronSource, etc.)
- performance profiling and optimization for mobile devices