

VICTORIA ABALINA

GAME SOFTWARE ENGINEER

CONTACT

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Prague, Czech Republic
vyshnovka.github.io

COMPETENCES

- OOP, SOLID, Design Patterns, MVC, SQL
- C#, C/C++, JavaScript, HTML/CSS
- .NET, Unity, Git, SVN, Blender
- 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
Czech ♥♥♥♥♥♥
A1 - Beginner

PROFILE

Enthusiastic professional with 2 years of hands-on commercial experience and a solid background in desktop and mobile game development. Strong programming expertise and a keen artistic eye make me a great fit for the gaming industry, where creativity and technical skill meet.

WORK EXPERIENCE

C#/Unity Developer

oct 2022 - oct 2023

Strange Loop Games | USA (*Remote*)

- Desktop multiplayer game developement.
- Managing both server and client components.
- Troubleshooting, debugging, resolving issues in diverse systems.
- Code optimization and refactoring to enhance maintainability.

C#/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.