

# 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