

VICTORIA ABALINA

GAME DEVELOPER

CONTACT

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COMPETENCES

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

Romanian	♥♥♥♥♥♥♥
Native	
Russian	♥♥♥♥♥♥♥
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

nov 2024 - now

AudioCat | Estonia (*Remote*)

- Developed a platform for audio games, implementing core functionality to ensure accessibility.
- Contributed to game design and helped shape gameplay experience.
- Engaged with the community, gathering feedback and providing support to players.

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.