

VICTORIA ABALINA

GAME DEVELOPER

CONTACT INFO

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COMPETENCES

- OOP, SOLID, Design Patterns, MVC, RESTful APIs, SQL
- C#, C/C++, JavaScript
- .NET, Unity, Blender, Aseprite, Git, SVN
- Scrum, Kanban

EDUCATION


Computer Science [2021 - 2023]
Master's Degree | Moldova State University


Applied Informatics [2018 - 2021]
Bachelor's Degree | Moldova State University

CERTIFICATION

Principles of software testing [2020]
Certificate | Allied Testing-M

LANGUAGES

Russian 
Native

English 
C1 - Advanced

Romanian 
B2 - Upper-Intermediate

ABOUT

Highly-motivated and enthusiastic game developer with 1+ year of commercial experience. Mostly a programmer, but also a self-taught designer and occasional artist. Good at algorithms and implementing ideas into functional code.

WORK EXPERIENCE

Unity Developer [oct 2022 - present]

Strange Loop Games | USA (*Remote*)

- working on desktop multiplayer game 'Eco'
- 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 development (Android/iOS)
- producing prototypes of gameplay features and mechanics
- integrating various SDKs (AdMob, IAP, IronSource, etc.)