VICTORIA ABALINA

SOFTWARE DEVELOPER

CONTACT

(+420) 771 521 337
vyshnovka@gmail.com
Prague, Czech Republic

COMPETENCES

- OOP, SOLID, Design Patterns, MVC, REST, Regex, SQL, TCP/IP, DNS
- C#, Python, C/C++, JavaScript
- .NET, pytest, Git, SVN, JIRA, PowerShell, Bash
- Agile, Scrum, Kanban
- Adaptivity, Flexibility, Communication, Creativity

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
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Romanian
Bilingual
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English
C1 - Advanced
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Czech
A1 - Beginner
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PROFILE

A professional with 3+ years of hands-on IT experience and a solid background in desktop and mobile development/support. Committed to delivering efficient solutions and continuous improvement in various IT environments.

WORK EXPERIENCE

Junior QA Developer

Veeam Software | Czech Republic (Hybrid)   *Mar 2025 - now*

- Developed and maintained automated API and functionality tests using pytest.

Unity Developer

AudioCat | Estonia (Remote)   *Nov 2024 - now*

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

High School Teacher & IT Equipment Coordinator

Liceul cu Profil Arte | Moldova (On-site)   *Sep 2023 – June 2024*

- Delivered training in computer science, IT, and hardware skills to middle and high school students.
- Managed classroom technology, including computers, routers, switches, and associated cabling.
- Troubleshooted LAN and WI-Fi network and system issues to ensure the smooth operation of IT infrastructure.

Unity Developer

Strange Loop Games | USA (Remote)   *Oct 2022 - Oct 2023*

- 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.

Unity Developer

Midnight Works | Moldova (On-site)   *Apr 2022 - Aug 2022*

- 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.