VICTORIA ABALINA

GAME DEVELOPER

ABOUT

Mostly a programmer, but also a self-taught designer and occasional 3D artist. Good at algorithms and implementing ideas into functional code.

CONTACT INFO

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LANGUAGES

Russian ♥♥♥♥♥
Native

English ♥♥♥♥♡
B2 - *Upper-intermediate*

Romanian ♥♥♥♡♡
B1 - *Intermediate*

EDUCATION

Moldova State University   [2021 - now]
Master's Degree, Computer Science

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

WORK EXPERIENCE

Unity Developer   [apr - aug 2022]
Midnight Works

- producing prototypes of gameplay features
- translating design ideas into functional game code
- troubleshooting and fixing bugs

CERTIFICATION

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

SKILLS

Core Competencies
OOP, SOLID, RESTful APIs, Design Patterns, Algorithms, Data Structures

Languages
HTML, CSS, JavaScript, C/C++, C#

Tools & Frameworks
Unity, Blender, Git, OpenGL