

VICTORIA ABALINA

GAME DEVELOPER

CONTACT

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Chisinau, Moldova
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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

Moldova State University
2021 - 2023

LANGUAGES

Russian ♥♥♥♥♥♥
Native
English ♥♥♥♥♥♥
C1 - Advanced
Romanian ♥♥♥♥♥♥
B2 - Upper-Intermediate

PROFILE

Highly-motivated and enthusiastic professional with 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 - oct 2023

Strange Loop Games | USA (*Remote*)

- Desktop multiplayer game development.
- Managing both server and client components.
- Troubleshooting, debugging, resolving issues in diverse systems.
- Code optimization and refactoring to enhance maintainability.

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.