

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, Aseprite, Git