

# VICTORIA ABALINA

GAME DEVELOPER

## CONTACT INFO

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## COMPETENCES

- OOP, SOLID, Design Patterns, MVC, RESTful APIs
- C#, C/C++, JavaScript
- .NET, Unity, Blender, Aseprite, Git
- 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**   
B1 - Intermediate

## ABOUT

Highly-motivated and enthusiastic game developer from a really small country. Mostly a programmer, but also a self-taught designer and occasional 3D 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.)