

# 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

vyshnovka@gmail.com  
(+373) 79 030 666  
Chisinau, Republic of Moldova  
vyshnovka.github.io

## 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, Design Patterns, Algorithms, Data Structures

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

**Tools & Frameworks**  
Unity, Blender, Unreal Engine, Git, XCode