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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SKILLS

Core Competencies
OOP, SOLID, Design Patterns, MVC

Languages
JavaScript, C/C++, C#

Tools & Frameworks
.NET, Unity, Blender, Aseprite, Git

LANGUAGES

Russian　　　　♥♥♥♥♥
Native

English　　　　♥♥♥♥♡
C1 - Advanced

Romanian　　　♥♥♥♡♡
B1 - Intermediate

WORK EXPERIENCE

Unity Developer　　　　　　[oct 2022 - now]
Strange Loop Games (Remote)

 - working on desktop simulation game 'Eco'
 - maintaining both server and client sides
 - troubleshooting, code optimization and refactoring

Unity Developer　　　　　[apr 2022 - aug 2022]
Midnight Works (On-site)

 - full-cycle mobile development (Android/iOS)
 - producing prototypes of gameplay features
 - integrating various SDKs (AdMob, IAP, IronSource, etc.)

EDUCATION

Moldova State University　　　[2021 - 2023]
Master's Degree, Computer Science

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

CERTIFICATION

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