

portfolio

Alexey Nikiforov

Throne Rush

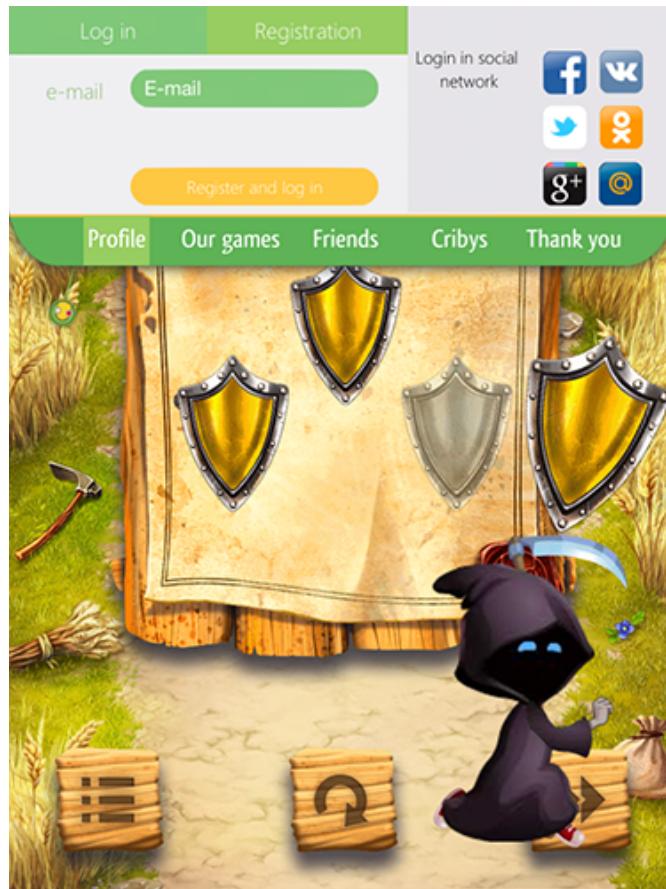
game for social networks and mobile devices



Title	Throne Rush
URL	https://apps.facebook.com/thronerush https://vk.com/app3644106_3260526 https://itunes.apple.com/us/app/throne-rush/
Date	01.11.2014
Description	Multiplayer strategy game for social networks and mobile devices. Technologies: Adobe Flash, ActionScript3 Roles: Client side developer

Rideaux

cross-games marketing system



Title	Rideaux
URL	http://cribys.com/en/games/
Date	03.03.2014
Description	Marketing system for embedding in games published by company. System shows games of company, registers players, shows 3 types of ads, progresses players in quests, stores statistics, processes IAPs. Technologies: Cocos2d-x, Python, Django Tatypie, MongoDB, PostgreSQL, Celery Roles: Project manager for backend

Mushroom Revenge

multiplayer mobile game



Title	Mushroom Revenge
URL	http://cribys.com/en/games/5/
Date	28.08.2014
Description	Multiplayer “tower defence” game for mobile devices (iOS and Android) Technologies: Cocos2d-x, Python, gevent, Protobuf, Django Tatypie, MongoDB, PostgreSQL, Celery Roles: Backend team lead, Backend Developer

Dead Reckoning

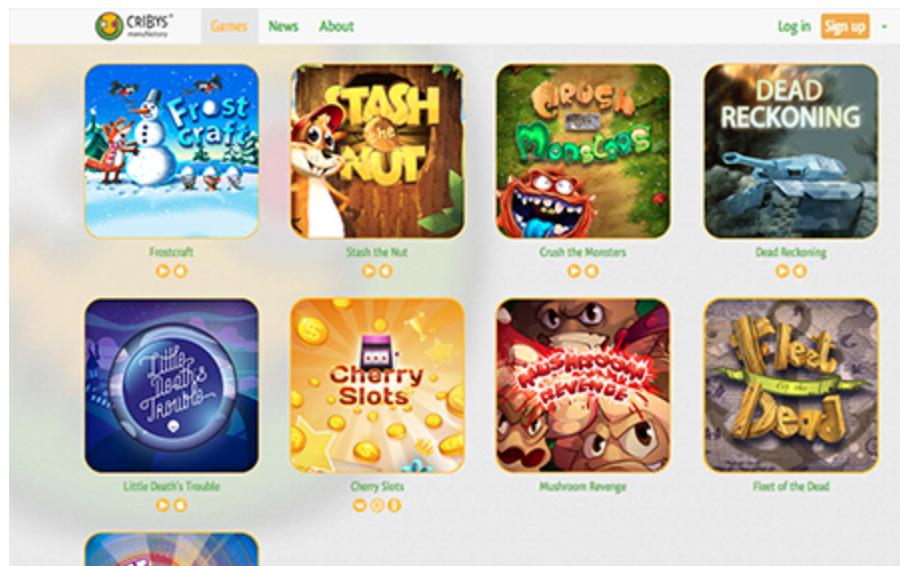
game for mobile devices



Title	Dead Reckoning
URL	https://play.google.com/store/apps/details?id=com.cribys.tanks https://itunes.apple.com/app/dead-reckoning/id830330923
Date	10.05.2014
Description	Tactical action game for mobile devices (iOS and Android) Technologies: Cocos2d-x, TileMap Roles: Project manager

cribys.com

web-site of the company



Title	cribys.com
URL	http://cribys.com
Date	01.02.2014
Description	Technologies: Python, Django, MySQL Roles: Project manager

Solar Path

game for social networks and mobile devices



Title	Solar Path
URL	http://vk.com/app3736119
Date	03.05.2013
Description	<p>Multiplatform game with a set of casual games linked together with common quest line for social networks (vk.com, facebook.com) and mobile devices (IOS and Android).</p> <p>Technologies: Python, Django, PostgesSQL, MongoDB, Redis, Celery Roles: Backend developer, Team lead, Adviser</p>

Cherry Pie Casino

game for social networks and mobile devices



Title	Cherry Pie Casino
URL	http://vk.com/slotowars http://www.odnoklassniki.ru/game/cherrycasino http://my.mail.ru/apps/713288
Date	07.07.2012
Description	Multiplatform game for social networks (vk.com, facebook.com) and mobile devices (IOS and Android). Technologies: ActionScript3/Stage3D client, Python + MongoDB server Roles: Architect, Client side & server side developer, Game designer, Project manager

Fantasy Realm

game for social networks



Title	Fantasy Realm
URL	http://vk.com/fantasyrealm
Date	04.05.2011
Description	Browser MMO-like game “Fantasy Realm” for social networks (vk.com, facebook.com) Technologies: Flex&ActionScript3 client, Python + MongoDB server Roles: Architect, Client side and server side developer, Game designer

Mystery Manor

game for social networks and mobile devices



Title	Mystery Manor (Mysterious House)
URL	https://apps.facebook.com/mysterious_house https://itunes.apple.com/us/app/mystery-manor-hidden-adventure/id482546787
Date	01.05.2010
Description	Multiplatform HOG “Mystery Manor” for social networks (vk.com, facebook.com, my.mail.ru, odnoklassniki.ru) and mobile devices (IOS and Android) Technologies: ActionScript3, Flash CS, Flash Builder Roles: Client side developer (Flash)

Secret Societies

game for social networks



Title	Secret Societies
Date	11.12.2009
Description	Mafia Wars like game for social networks (vk.com , my.mail.ru , facebook.com) Technologies: ActionScript3, Flex, php, MySQL Roles: Architect, Server side & client side developer, Team lead

Etherium

game for social networks



Title	Etherium
URL	http://gameh.ru/etherium.php
Date	11.30.2008
Description	Browser MMORPG Technologies: ActionScript3, Flex, Python, MySQL, FreeBSD kqueue Roles: Client side & server side developer