Mikhail Baryshev

Software Engineer and Game Designer   10-Mar-19

http://mbaryshev.com - mikhail@mbaryshev.com

Skills	
	Experience in programming: C++, C#, Java, Haskell, Pascal, Delphi, Assembly
	Game design: Excel, board/tabletop games, videogames
	First programmed PC 18 years ago
	Played videogames for 21 years (PC, console, mobile)
	Fluent in English and in Russian

Work Experience

NCSoft, Iron Tiger		
Senior Software Engineer	Apr 2018 – Now	
Software Engineer	Dec 2015 – Mar 2018	
(Unity C# Game Development)		
Undergraduate Teaching Assistant		
UBC, CPSC 261 (Basics of Computer Systems)	Jan 2014 – Apr 2014	
UBC, CPSC 213 (Introduction to Computer Systems)	Jan 2013 – Apr 2013	
UBCO, ECON 205 (Intermediate Macroeconomic Analysis)	Jan 2012 – Apr 2012	
UBCO, COSC 111 (Computer Programming I)	Sep 2011 – Dec 2011	
UBCO Work Learn Program – Website developer (CMS)	30 Sep 2011 – 01 May 2012	

Projects

Replay	Team of 4, 3D Unity game
Reap My Soul	Individual, 2D Java/C++ game
Because Concussion	Team of 4, 2D Unity game
Abstractly	Team of 5, Web-based GWT Java game

Awards & Memberships

Imagine Cup 2016 US Finalist (Replay)	Mar 2016
Academic Award of Excellence 2014	26 May 2014
Awarded by the Department of Computer Science of the UBC	
Golden Key International Honour Society, member	since 22 Oct 2012
2nd Year Computer Science Award for outstanding academic achievement	23 Apr 2012
Computer Science, Mathematics, Physics and Statistics Academic Unit at UBCO	
Silver Medal for Academic Success	Jul 2009
Awarded by Krasnoyarsk Gimnasia #1 Univers (high school)	

Education

The University of California, Santa Cruz, USA	Sep 2014 – Aug 2015
MS in Games and Playable Media	
The University of British Columbia, Canada	Sep 2010 – May 2014
BA with a double major in Computer Science and Economics	
Diploma Awarded (Class I)	
Krasnoyarsk Gimnasia #1 Univers, Russia	Sep 2008 – May 2010
International Baccalaureate Diploma Programme (IBDP)	

Extracurricular Activities

UBCO Learning Exchange Lego (R) MINDSTORM, volunteer	Sep 2010 – May 2012

Interests and Hobbies

Informational technology and high-tech, games (from tabletop and trading cards to all theory that surrounds games), mathematical and economic models, gardening, cats.