

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.