

IURII KOLOMEITSEV

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Blog: <https://flawed.blog>

Education:

- 2009 - 2013 **AKVT** (computer science college)
- 2016 - 2021 **Astrakhan State University** (Bachelor of Science in Information Systems and Technologies (Computer Science))

Professional experience:

- 2014 - 2016 *Programmer* (**freelance** (Remote), **Accord** (On-site))
- 2016 - Feb 2018 *Programmer and Technical Director at*
LazerGussStudio/BeagleGames (On-site)
- June 2018 - Feb 2020 *Programmer* at **Last Breath Studio** (Remote)
- March 2020 - Present *Programmer* at **Carlo Sunseri LLC** (Remote)

Skills:

- 8+ years of Unity/C# experience
- Gameplay code
- Editor tooling
- Git, Plastic SCM
- FMOD

Game projects:

- 2014 "**Alien West**", Programmer, co-creator (team of 2)
Game Jam WebPlayer/Android game, single-player

Responsibilities:

- Have fun
 - Code
 - Try to win
- 2016 - 2018 "**Pilam Sky**", Technical Director and Programmer (team of 6)
Single-player, local co-op game for PC

Responsibilities:

- Programming basically everything from gameplay scripts to shaders
- Communicating with artists and designers
- Delegating work to junior programmer

- 2018 - 2020 "**Last Breath**", Programmer (team of 5)
Single-player, f2p Android game

Responsibilities:

- Dealing with legacy code without any documentation and hardly any comment left by previous 4 programmers
- Bosses AI
- Tons of gameplay code and even more improvements and fixes
- Some basic optimization
- Implementing Appodeal ads
- Implementing Google's Firebase Analytics and InApps using UMP plugin

- 2020 - 2021 - **"PLL Top Shelf"**, Programmer
Single-player, IOS

Responsibilities:

- Everything code related: gameplay, systems, UI, AI, sound code, etc.
 - Editor tools
 - Simple shaders
 - Mobile native plugins implementation
- 2020 - Present - **Unannounced 3d sport game**, Programmer
Single-player, PC/Current and past gen consoles

Responsibilities:

- Gameplay code, UI, sound code (FMOD Unity) and design (FMOD Studio)
- Commentary system implementation using FMOD with a few thousands recorded lines
- Action replay system implementation
- Bug fixes and new mechanics
- Editor tools