

**Yury Kolomeytsev** (Sinev is just a pseudonym)

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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** (Office))
- 2016 - Feb 2018 *Programmer and Technical Director at* **LazerGussStudio/BeagleGames** (Office)
- June 2018 - Feb 2020 *Programmer at* **Last Breath Studio** (Remote)
- March 2020 - Present *Programmer at* **Carlo Sunseri LLC** (Remote)

### Skills:

- 7+ years of experience with Unity/C#
- Gameplay code
- AI, UI and pretty much everything else people expect from indie Unity dev
- Git
- Can write some simple shaders
- Little experience with C++ OpenGL

## Game projects (some of):

- 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 - Various 3d sports games, Programmer  
Single-player, mobile and PC/consoles

### Responsibilities:

- Gameplay code, UI, AI, sound code
- Editor tools
- Simple shaders
- Mobile native plugins implementation