

# VASILII MANOILOV

UNITY/C# GAME DEVELOPER



Phone : 8(911)519-20-20

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## OBJECTIVE

To get a job as Unity programmer on interesting and hardcore projects. Will be glad to become part of your team and put in collaborative work my knowledge, experience and responsibility.

Job obligations:

Programming of gameplay, game logic development, multiplayer and networking, development of artificial intelligence, programming of physics, development of prototypes and interfaces, optimization games.

## SKILLS

### Programming languages:

C#, JavaScript, PHP, HTML/CSS, SQL, MySQL, 1C:Enterprise, TPascal, Delphi

### Software experience:

Unity, MonoDevelop, MS Visual Studio, Blender 3D, 3D Studio Max, Adobe Photoshop, Adobe Premiere, Frutty Loops, Sound Forge, MS Office, MS Project, MS Visio, Mac OS X, Windows, Linux OS

### Applications:

OOP, Git, Agile/Scrum, Mecanim, Legacy Animator, NGUI, FB SDK, Google Play SDK, Flurry, Winsock, TCP/IP, UDP, Photon Networking, Unity Network

## EDUCATION

### SOFTWARE-ENGINEER

2008 – 2011

Vologda State Technical University.  
Bachelors of «Management and Informatics in technical systems»

### TEACHER OF MATHEMATICS AND INFORMATICS

2003 – 2008

Vologda State Pedagogical University.

Master's degree in «Mathematics»

## EXPERIENCE

### UNITY/C# DEVELOPER | October 2016 – September 2017

Spirit Riders Ltd, Moscow

- Implementation of the functionality and architecture for the game project in 2D-Runner genre with synchronous multiplayer for iOS, Android mobile platforms (PvE and PvP game modes)
- Modification of the network game mode on Unity Network, AI improvements for the enemies and bots in single-player mode; new weapons creation; gameplay improvement
- Refactoring of the existing code, game optimization on mobile devices
- Completed the official certification Unity Certified Developer ([LINK](#))

### LEAD UNITY PROGRAMMER | February 2016 – November 2016

OZ INTERACTIVE, Saint-Petersburg

- Development of the client-side app for the multiplayer game in Trivia genre for iOS and Android mobile platforms; supervising the work of the project team; writing technical documentation
- During the development designed the main architecture of the game, implemented and debugged the required functional; integrated the app with the back-end on Ruby-on-rails; multiplayer implementation via Socket.IO
- Took part in DevGAMM conference (from the company)
- Completed the certification on knowledge of C# and .NET Framework

### UNITY PROGRAMMER | April 2014 – February 2016

Independent game developer, freelance

- In the framework of self-development implemented and published 4 game projects in genres 3D-Action FPS, Roguelike 2D, Endless Runner 3D and Arcade shooter
- In the context of freelancing took part in the development of 3 game projects with NDA, one of them is for a foreign company
- For the festival of music and technology Alfa Future People - 2015 (organized by OJSC Alfa-Bank) participated in the debugging of the glider simulator developed on Unity for Oculus Rift
- Received a certificate on developing 2D games in Unity/C#

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## COURSES

### **Bauman Moscow State Technical University**

August 2015

«Development of computer games on the engine Unity3D – 2D-games»

### **Microsoft Virtual Academy**

June 2015 – July 2015

«Developing 2D&3D Games»

### **«LingvoLand Language Studio»**

September 2016 – June 2017

English courses

Completed «Advanced» level

September 2015 – June 2016

Completed «Upper-Intermediate» level

## EXTRA

### **English:**

Fluently - communication, reading and writing technical documentation

### **Driving license:**

Category B, 12 years of experience

### **Use touch typing**

### **With no bad habits**

### **Personal information:**

DOB 05.09.1986

Currently live in Vologda city. Married

## REFERENCES

On letterheads: [LINK](#)

On the website fl.ru: [LINK](#)

## EXPERIENCE CONTINUED

### **LEAD PROGRAMMER 1C, CEO | June 2010 – December 2015**

LLC «Coda», freelance

- On the website fl.ru (free-lance.ru, the biggest remote work exchange in the area .RU) took the 3rd place from 2120 positions in the earned rating among 1C-freelancers from all over Russia and CIS countries ([LINK](#))
- Implemented more than 400 projects, 65% of clients come via recommendations
- Developed 20 online stores, about 70 of online stores integrated with 1C
- 47 cities in 9 countries have used our services remotely, including: Finland, UK, Lithuania, Estonia, Turkey, Israel
- The maximum number of employees under my supervision: 30 people
- Received an invitation from 4 foreign companies to work as the lead programmer on the staff

### **SOFTWARE-ENGINEER 1C | September 2009 – May 2011**

LLC «Logasoft»

- Development and modification of software for accounting and management on 1C:Enterprise engine, setting and configuration of commercial equipment
- Developed the software (individually and in a team as lead programmer) for 8 retail chains in Vologda city, among them RalfRinger, MissSixty, Expedition
- Automated «Scarlet dawn» grocery stores chain (5 stores) in Velsk city, the grocery store chain in the town of Gryazovets (3 stores)
- Received a certificate 1C:Professional on knowledge of trading applications

### **WEB PROGRAMMER | May 2007 – September 2009**

Vologda Institute of Education Development

- MySQL databases development, application development on PHP and JavaScript, creation and finalization of the Institute's website, training of users
- Self-taught in the programming language PHP and the MySQL database within 3 months
- Developed a software-system «E-Olympic complex» for the regional Olympiads in school subjects (PHP+JavaScript+MySQL+Delphi)

## HOBBIES

- Music, professional vocal
- Jogging, workout
- Pool, ice-hole
- Reading
- Tourism

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## SPIRIT RIDERS [2D RUNNER | MULTIPLAYER]

**Project features:** 5 unique worlds, PvP and PvE game modes, synchronous multiplayer via Unity Network, Spine-animation, integration with social-networks, generation of the terrain via Ferr2D, characters/weapons upgrade systems, Unity Editor customization



YouTube: [LINK](#)

## GRADARIUM [TRIVIA | MULTIPLAYER]

**Project features:** advanced UI system, multiplayer via Socket.IO, integration with the back-end on Ruby-on-rails, animated character customization, social-networks, in-app purchases, subsystem DLC via Asset Bundles



FL: [LINK](#)

## INCOMERS [3D ACTION | FPS | MULTIPLAYER]

**Project features:** animations of the player and enemies, enemies' movement via NavMesh, UI, sound, visual effects, generation of the enemies and kits, systems of damage. Developed network game mode with Photon Networking



YouTube: [LINK](#)

PC: [LINK](#)

Mac: [LINK](#)

## ROBOT NEEDS CRYSTALS [2D]

**Project features:** random level generation, turn-based action system of the player and enemies, AI, animation of the characters. Connected social interface Google Play Center with achievements and rating of the players



Google Play: [LINK](#)

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## XMAS RUSH [ENDLESS RUNNER 3D]

**Project features:** dynamic generation of the infinite level at random way, the points system, UI, sound and visual effects



App Store: [LINK](#)

Google Play: [LINK](#)

## COSMOS CLEANER [ARCADE SHOOTER]

**Project features:** spawn system of the enemies and asteroids, damage system, points system, particles, lighting. Converting the game for mobile devices



App Store: [LINK](#)

Google Play: [LINK](#)

## TOWER DEFENSE [PROTOTYPE]

**Project features:** 3 types of weapons, 3 kinds of enemies with the unique characteristics, the bombs' explosions on the one side of the obstacle don't damage the enemies on the other side, object pooling, detailed leaderboard with the 10 best combats



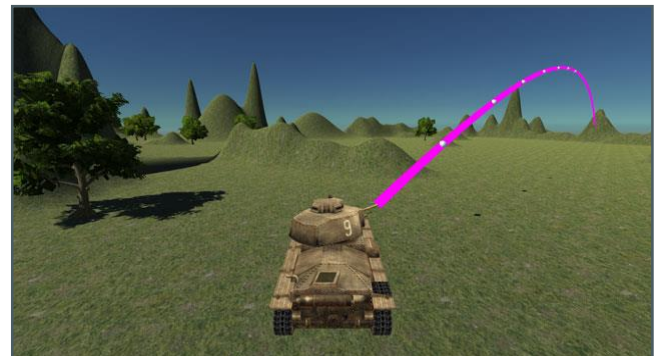
YouTube: [LINK](#)

PC: [LINK](#)

Android: [LINK](#)

## TANK SIMULATOR [PROTOTYPE]

**Project features:** controlled tank, auto backspin of the turret on the rotation, dynamic visualization of the ballistic trajectory, the flight of a shell along the trajectory with the explosion in the endpoint, terrain was randomly generated



YouTube: [LINK](#)

PC: [LINK](#)