

ROMAN MAKSYMENKO

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SUMMARY Unity3D(C#) Gameplay and UI Developer with 2+ years of experience

SKILLS & ABILITIES

- Specialize in 2D (RPG, tower defense, puzzles/logic, text) games, also have experience working on 3D (CCG, TBS) games for PC/Android/iOS platforms.
 - Developed 4 indie game prototypes (2 solo projects), participated in 4 projects as a freelancer, high skill of prototyping.
 - Minor experience in creating UI elements using Photoshop (for 4 indie projects), basic knowledge of UX design principles.
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RELEVANT EXPERIENCE

JUNIOR UNITY DEVELOPER, Gamesture sp. z o.o. (Kraków, Poland)

10.2018 – Current time

- Participation in the development of the online mobile (Android\iOS) turn-based RPG game "Questland" (took an active part in the development and release of the biggest update "Swords and Spirits" 2.0 Update).
- Creation & improvement of UI elements and their logic (using uGUI, TextMeshPro).
- Processing & sending data to the server.
- Fixing minor bugs & level design issues.
- Creation & implementation of animations for the UI and VFX.
- Cooperation with artist & game designers.

UNITY3D(C#) GAMEPLAY AND UI PROGRAMMER, Freelance (Upwork.com)

08.2017 – 09.2018

- Converted a text adventure Flash game (~4 hours of gameplay) to Unity3D: fully recreated the UI (logic + simple graphics), rewrote 5500+ lines of code from ActionScript2 to C#, tested and fixed bugs.
- Created a customised generator of a complex model from base primitives, Unity3D;
- Fixed UI bugs of a quiz app, added 2 new menus, changed the style of all UI elements to material design (used third-party asset get from a client), Unity3D (iOS).
- Created a dynamic UI for VR memory game, Unity3D.

ELECTRICAL ENGINEER (ARDUINO) / QA, Escape room "Goldenballs" (Kraków, Poland)

09.2017 – 12.2017

- Tested room's functionality and gameplay, fixed electronics and other issues.
 - Communicated with clients, analysed players feedback.
 - Designed/re-designed graphical elements (instructions, labels, hints) for improving the gameplay and UX.
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QA ENGINEER, Special Recording Systems, Ltd. (Kyiv, Ukraine)

11.2013 – 01.2017

- Participated in testing of 4 multimedia recording software products (3 PC programs, 1 Web application) and 12+ hardware multimedia recording systems.
- Cooperated with programmers and hardware developer's teams.
- Participated in the development of experimental solutions and devices;
- Supported clients (3-4 phone calls per month).

EDUCATION

M.SC. COMPUTER SCIENCE – AGH University of Science and Technology (Kraków, Poland)

02.2017 – 09.2018

- Specialization: Computer graphics.
- Master thesis theme: "Creation of an interactive city map with the use of AR technology (Vuforia, Mapbox)". Language: English.

COURSE "BASIC GAME DESIGN" – Game Academy (Kyiv, Ukraine)

M.SC. TELECOMMUNICATIONS – State University of Telecommunications (Kyiv, Ukraine)

B.SC. TELECOMMUNICATIONS – State University of Telecommunications (Kyiv, Ukraine)

LANGUAGES

FOREIGN LANGUAGES

- English (upper-intermediate, IELTS Academic 6.5).
- German (A2-B1).
- Polish (B2).

NATIVE LANGUAGES

- Ukrainian, Russian.

AWARDS

- First place in the "Technical Game Design" contest, during "Game Gathering 2015" conference (<http://ggconference.com/en/>) - Kyiv, Ukraine

PERSONAL SKILLS

- Quick learner, analytical thinking and attention to details.
 - Great desire to work in the video game industry.
 - Teamwork and mediating skills.
 - Responsibility, critical mind.
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