Albert Siraev — Unity Developer
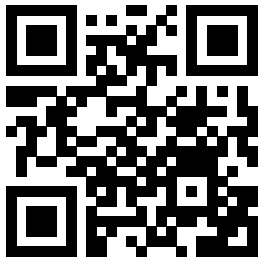
⚙ Middle
📍 Russia, Ufa
💵 1 100 - 2 500 $ (дол/мес)
📅 Полная занятость | Частичная занятость
☁ Удаленная работа
✈ Релокация
✉ Контакт: geeklink.io/cv-102969

Навыки

Addresables, Agile, Git, Mirror, Multiplayer, OpenXR, Rewired, SOLID, Unit Testing, Unity, VR, Zenject.

Опыт работы

- **ООО Технические системы**

  Nov 2020 - Feb 2021 - Python Developer

  Development of telegram bots (Aiogram, Asyncpg) + admin panel with connection to database (PostgreSQL) and processing JSON files.
  Development of parsing bots (Selenium + aiohttp) with saving information in PostgreSQL database and analyzing data. Using proxy and useragent.

- **ООО СКАЙС**

  Feb 2021 - Mar 2024 - Unity Developer

  My first game development in this company – VR multiplayer (quests on VR arenas), joint passing of levels due to teamwork.
  There was also a VR showroom project – show a room with a suitable interior for viewing.
  The last project was a drone simulator. I implemented my own PID and other mechanics (used physics + mathematics everywhere), also added multiplayer and cross-platform (PC, Android, VR) + made calibration for any controller that was pulled up and it could be configured via UI, this project was localized for RU and EN.

- **Samustai**

  Mar 2024 - May 2024 - Unity Developer

  On input I get a game for any platform made (usually PC) and need to make it for consoles (PS, Xbox, Switch). My task was:
  1) Optimize the game (search and fix bugs, errors, hangs)
  2) Introduce console control
  3) Change shaders and other aspects to work correctly
  4) Customize products for release

Образование

- **Applied Informatics**

  USPTU
  2018-2022

Обо мне

 I am a specialist in the areas of:

C# Unity application development (more than 2 years of development experience)
Software/application development in Python (more than a year of development experience)

 Relevant experience:

1) Building and maintaining project architecture
2) Cross-platform game development (PC, Android, iOS, VR)
3) Refactoring other people's code, developing, debugging, testing, optimizing, aspects such as:

 VR System
 UI
 Quest System
 Simulation Vehicles (Physics, Mathematic models)
 Simulation Actions AI
 Create and change Shaders (can with and without ShaderGraph)
 Use URP (system setup, adding different effects
 Multiplayer Development

 Skills:

 Unity:

 Work with Unity (Unity3d, UnityEditor)
 Git system (Git, Github, Gitlab)
 Work with Team (Agile, Code review/refactoring)
 Work with SDK (Zenject, OpenXR)
 CodeStyle (SOLID, Patterns Programming)
 Unit Testing, Addressables
 Shaders, UI, Sound, Effects, Animations, Architecture Level
 Working with different platforms (PC, Android, IOS, VR)
 Multiplayer (Mirror, Smooth Sync)

 My Qualities:

 Self-motivated
 Concentrated
 Adaptive (quickly adapting to new tasks, even if they are new)

 Portfolio:

➡ Github
https://github.com/albasir10

➡ LeetCode
https://leetcode.com/albasir/