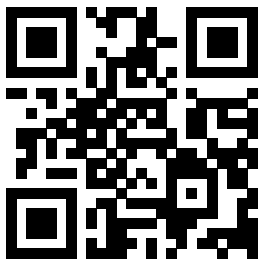
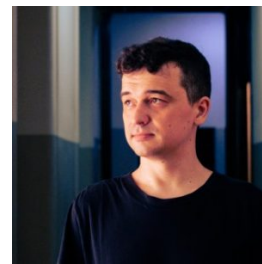


Andrei Martianov — C#-программист, DevOps, Unity developer



- Senior
- Аргентина, Буэнос-Айрес
- Временная работа | Полная занятость | Фриланс | Частичная занятость
- Удаленная работа
- Релокация
- Контакт: geeklink.io/cv-116305



Навыки

Android, Ansible, Blazor, blockchain, C# and Unity3D (VR, CI/CD, CSS, Grafana, HTML, Infrastructure, iOS) Gitlab, Java, JavaScript, Kubernetes, Linux, LLM, MAUI, PHP, React, SQL, VMware Python, Zabbix.

Опыт работы

• hoopsly.com (hypercasual games publisher)

2021-2023 - C# Developer, DevOps, PM

Based on an analytics team specification I have come up with an idea on how we should build and automate the daily Extract-Transform-Load process.

Developed in solo from scratch C# console app for importing analytics data from multiple sources: REST APIs, AWS S3, Adjust, Applovin, AppsFlyer, Facebook Ads -> Big Query, S3 buckets at GCP (Google Cloud Platform).

Added Google Spreadsheet integration as a control tool for running on-demand custom data imports and making the app accessible for non-technical users.

Created app logging and server usage monitoring.

Configured deploy and CI/CD: Digital Ocean Droplet running a dockerized app.

Visualised performance metrics in Data Studio, wrote documentation, created logging system with Serilog, Seq and OpenTelemetry

Created and operated mission critical everyday tool for a team of 50 producers and analysts.

Experience with web: Blazor, ASP.NET, Javascript (React, Strapi, Meteor), GraphQL, HTML, CSS, MSSQL, MySQL, MongoDB, Postman.

• 3d.ru (3d-printed hardware, VR and mobile prototypes)

2019-2021 - C# Developer, Unity3D Developer, Gamedesigner

Built-in Unity components: Unity Analytics, Unity Ads, Unity IAP (in-app purchases), Profiler, Scriptable objects

Version control: Git CLI, Git LFS, GitKraken, Sourcetree

Animation: Unity animator + DOTween, Animation Rigging, Timeline + Cinemachine

Multiplayer matchmaking and lobby: Photon Unity Networking

Editor: OpenUPM (alternative package manager), Odin Inspector, Custom editors

Level design: Archimatix, ProBuilder, ProGrid

AI: Behaviour Tree Designer, FSM (Finite State Machines)

External tools: Azure Computer Vision, Google Play Services (highscore, cloud saves), Admob, Android Studio, ADB, X-code

Hardware SDK: SteamVR, OculusVR (Quest, Rift), RaspberryPi, Microsoft Kinect 2.

UI and prototyping: TextMeshPro, Modern UI, Pencil, Figma, Axure RP

Project Management: Jira, Confluence, Trello

Remote work tools for team: Self-hosted dockerized Gitlab & Confluence, Zabbix, Netdata, Datadog, Portainer, Game Backend

High score tables: dockerized NodeJS JSON API (Strapi Headless CMS + MariaDB)

Backups of all of the above with Duplicati

- **msk2048.ru (immersive theater, quest room)**

2016-2018 - Project manager

Making stuff operate smoothly. Optimizing routines. Extinguishing fires.

- **claustrophobia.com/moscow/kvest/filosofskij-kamen (quest game, escape room)**

2014-2016 - Entrepreneur, PM, gamedesigner, HR, marketer, jack of all trades

Inventing stuff from scratch, BizDev, CusDev, talking to people, game balance, talents, construction, advertising, making sure bathroom is perfect.

Won "Quest of the year 2016"

Tons of 10/10 from players.

This project is an achievement I am really proud of.

Check photos, link above.

- **netorn.ru (ISP, Datacenter)**

2011-2014 - System administrator, datacenter engineer

UNIX, Redmine, Zabbix, Cacti, rack grooming, incident response, installing new hardware

- **cross-t.ru (ISP)**

2005-2011 - Tech support, system administrator

FreeBSD, Cisco, routing, DNS, DHCP, NAT, ActiveDirectory, SMTP, VPN, VMware, VirtualBox

Образование

- **Bachelor's degree in " Informatics in metrology and quality management"**

Moscow State Technological University of Heavy Machines and Tools "Stankin"

2003-2008

Обо мне

Soft skills

- Keep calm & carry on
- Always learn and share knowledge. Can't ignore a good question
- Cat-like curiosity. New framework? Let's go!
- Teamplayer or self-sufficient solo, depending on the situation
- Translator between tech and business people. Building bridges between worlds
- Believe it or not, I like refactoring