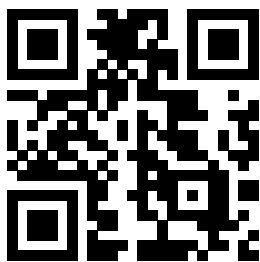# Andrey Nesterov — Unity Developer

⚐ Middle
📍 Russia, Moscow
💳 2 500 - 3 500 $ (дол/мес)
📅 Полная занятость
☁ Удаленная работа
✈ Релокация
✉ Контакт: geeklink.io/cv-122983

Навыки

Agile, C#, Firebase, Game Design, Game Development, Git, HTML, Mirror, Mobile Development, Nakama, Photon, Unity.

Опыт работы

- **BCSports XR**

  10.2024-now - Lead Unity Developer

  Creating from scratch games prototypes
  Working with WebGL/Html
  Publish games via Telegram Mini Apps
  Lead command of 3 developers

- **BCSports XR**

  02.2024-10.2024 - Middle+ Unity Developer

  – Development of a multiplayer VR game on a football theme
  – Creation of prototypes of VR simulators from scratch
  – Creation of VFX effects, level design, post-processing and photorealism
  – Briefing of 3D artists
  – Optimization of performance for VR devices

- **PLAYDEX**

  06.2023-02.2024 - Unity Developer (UI Lead)

  – Development of a multi-user application-aggregator of 3D games in casual style
  – Creation of games from scratch and adaptation/reskin of assets
  – Development of application architecture
  – Performance optimization, bug tracking, development for mobile devices
  – API development and writing of project documentation
  – Conducting interviews, onboarding and mentoring of new employees
  – Working with Git, ClickUp, Firebase, Nakama, Figma, Photoshop, work on Agile

- **OtherVerse**

  06.2023-10.2023 - Unity developer

  – Development of a multiplayer 4X strategy (3D, mobile)
  – Working with multiplayer (Photon Engine)
  – Reworking the existing architecture, code refactoring
  – Level design: audio, FX, texturing

- **Book of quests**

  10.2022-05.2023 - Lead C# Developer

  – Creation of Telegram Mini-Apps
  – Creation and support of games based on a telegram bot (text quest aggregator)
  – Deployment of bots on the server, connection of payment systems, creation of a system for saving progress (SQL database)
  – Creation of custom bots

  Functionality:
  – Interactive stories with different endings
  – Monetization: built-in game purchases and advertising
  – Functionality of the admin panel

  Tools: C#, Telegram API, SQL, Git, QIWI

- **Freelance**

  10.2021-10.2022 - Unity Developer

  – Participation in the development of games of various genres (RTS, turn-based strategy, casual/hypercasual, etc.)
  – Creation of shaders, texturing, rigging and animation of models
  – Development and assembly of game levels

Образование

- **Certified specialist**

  UNITY TECHNOLOGIES
  2023

  Completed official editor and programming courses from Unity

- **Specialist**

  Mosenergo College
  2011

  Completed courses: 3dsMax, Flash-games, Photoshop

Обо мне

Hello,
My name is Andrei, and I am a Unity developer with 4 years of experience. During my career, I have gained a wide range of skills and hands-on experience in creating interactive and engaging applications, both for mobile platforms and desktop environments.

I am looking forward about the opportunity to contribute to your team and bring my knowledge of Unity and passion for game development to new and innovative projects