

Maxim Pushkarev

Unity developer

maxpushkarev.ru

Местоположение

Проживание: Россия, Пермь

Готовность к работе: готов к удаленной работе

Возраст и стаж

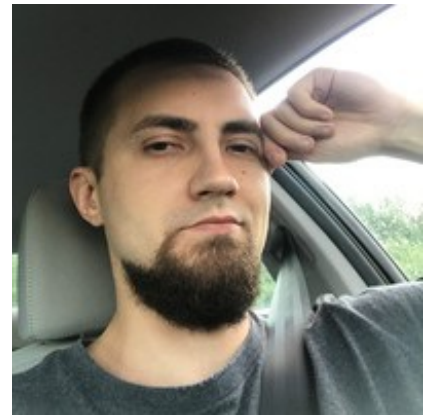
Стаж: 7 лет и 3 месяца

Возраст: 27 лет

Зарплатные ожидания: От 200000 руб.

Контактная информация

Мой круг: <https://moikrug.ru/maxpushkarev>



Профессиональные навыки

C# • Unity3d

Опыт работы

Октябрь 2018 –
По наст. время
(1 год и 2 месяца)

Banzai.Games

Unity developer
Россия, Москва

Май 2014 –
Октябрь 2018
(4 года и 6 месяцев)

Alternativa Games

Unity developer
Россия, Пермь

Обязанности и достижения

- Interviewing candidates
- Unity development

1. TankiX project:

https://store.steampowered.com/app/607200/Tanki_X/

- Made some tasks that're connected with player's abilities (energy injection, invulnerability, EMP and others). Implemented their gameplay behavior in battle and their metagaming features (crafting with blueprints, upgrade system, etc)
- Made some graphical features (trees, some shaders, some effects based on particle systems)

2. Unannounced mobile project:

- Most of my tasks're about characters (client-server synchronization, integration of some animations, etc) and weapons (implementation of their mechanics).

Применяемые навыки

Unity3d, C#

Февраль 2013 –
Март 2014
(1 год и 2 месяца)

Playkey

C# / Javascript developer

Россия, Пермь

Обязанности и достижения

Development and support of WEB-components of the Playkey cloudgame service.

Achievements:

- Admin panel (04.2013 - 12.2013)

CRUD-interface for Oracle (and then for MS SQL Server after migration) with flexible search engine in database and some other features such as controller of remote game servers, controller of user profiles in games for example, panel with different logs, the report engine. Client logic is based on ExtJS framework. On the other hand server is the WCF-service that communicates with database through NHibernate.

- Promo-page (11.2013)

It was the first version of Playkey site designed for the OBT of the service. With jQuery I developed authorization through Facebook and gaming throw Playkey plugin built with Firebreath. So it was everything users need for DEMO-usage of the service.

Применяемые навыки

C#, JavaScript

Август 2012 –
Февраль 2013
(7 месяцев)

Prognoz

Intern developer

Россия, Пермь

Обязанности и достижения

Development of information system for the automation of session processes (by the order of Moscow Government). The collection of technologies we used here was quite usual: GWT, Hibernate, CSS3 for client's views.

Применяемые навыки

CSS, HTML, Java

Высшее образование

Сентябрь 2009 –
Июль 2013

Пермский государственный университет

Механико-математический

Россия, Пермь

Специализация и достижения

О себе

Unity developer.

<https://bitbucket.org/maxpushkarev/>

«Мой Круг» – вакансии для IT-специалистов