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Synopsis

A passionate video game developer seeking to develop programming skills and learn new techniques by solving challenging problems. Always up to date with latest technology and most efficient programming methods. Example of almost extinct race of low-level C programmers. Proficient and fluent with numerous programming languages and APIs. Capable of rapidly learning anything that has at least scraps of documentation.

Education

Teacher Training College of Foreign Languages	2005-2008
<i>English as a Foreign Language Teacher</i>	

Work experience

Perfect Games Studio	2010 – 2011
lead programmer	<i>development of MMO virtual worlds LifeON</i>
3R Studio	2010
freelance programmer	<i>prototyping middleware using augmented reality</i>

Notable personal projects

Attack of The Heavenly Bats	2011
<i>run'n'gun platformer</i>	<i>over 150,000 plays, featured on newgrounds.com frontpage</i>
Chess Without Turns	2011
<i>online multiplayer chess</i>	<i>featured on indiegames.com</i>
Soszip2	2011
<i>brute-force LZMA zip utility</i>	<i>made overnight</i>
Frolicking Furballs Safari Resort	2010
<i>voxel graphics action shooter</i>	<i>made within 48 hours, featured on pcgamer.com</i>
Needlesoft Haystack Explorer	2009
<i>hidden object game</i>	<i>made in 6 hours</i>
Bang Bang Revolution	2009
<i>rhythm game</i>	<i>made overnight, featured on numerous minor websites</i>
Video Game Generator	2009
<i>generates a game from title</i>	<i>featured on bytejacker.com</i>
10.5	2009
<i>procedural platformer</i>	<i>made in 3 days</i>
Fireflies	2008
<i>game controlled with candle</i>	<i>featured on indiegames.com and geek.com</i>
