

PROFILE

I'm a creative and motivated indie game developer with varied experience in all aspects of game development - programming, 3d modelling, texturing, rigging and animation. I am a self-starter and a keen learner, and I'm looking to join a company that will allow me to grow as a game designer and create great games and interactive experiences.

Accomplished writer with 15 books published online and on paper.

An active member of Sydney development community – member of Women Who Code, Girl Geek Sydney and NodeGirls. Organiser of Sydney Unity Game Dev Meetup.

SKILLS

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| Game Development | 2 years of experience with indie game development from idea to release: <ul style="list-style-type: none">• Unity game engine, C#.• Corona SDK, Lua.• Autodesk Maya - low-poly modelling, UV texturing, rigging, animation.• Game music and soundtracks.• Network Game development with Java. |
| Web Development | 3 years experience in web-development: <ul style="list-style-type: none">• PHP with Laravel Framework• Front-end development with HTML, CSS, Javascript.• Back-end development with Node.js |
| Project Management | 9 years experience in Project management and Team leading: <ul style="list-style-type: none">• Hiring and managing the team.• Development of editorial policy.• Analysis of the audience needs, and development of technical requirements for new features.• Management of marketing and advertisement activities. |
| Writing | 9 years of storytelling. 15 books published, with over 250,000 print copies. <ul style="list-style-type: none">• 8 books published as a part of big book publishing series in 2010 - 2012. All books were written to order with a strict contractual deadlines.• 1 internationally published book (rights sold to a Ukranian publisher. Translated and published in 2008)• 6 books published online on AniYou.com• "Writing interactive stories" is an English-only project set to be published online in April 2017. |

GAME PROJECTS

- [Knitted Adventure](#) - and endless fall platformer made with Unity. Released in March 2017.
- [Koschei The Deathless](#) - an interactive story for iPad. Developed independently with Corona SDK. Released in March 2016.

EDUCATION

RMIT - currently studying towards a degree in Computer Science.

The Open University - course in Creative Writing.

Barnaul State Musical College, Russia - Music Theory and Composition. With Honors.

Altay State University, Russia - Unfinished Bachelor degree in Journalism

Barnaul State Musical College, Russia - Music Theory and Composition. With Honors.

EXPERIENCE

Developer at DropBearLabs. 2016-PRESENT

- Independent game development and web development. Koschei The Deathless the game - from idea to the release on App Store. Knitted Adventure the game - from idea to the release on Appstore and PlaySrote. Node.js back end development. Web site development with Bootstrap, HTML, CSS and JavaScript.

Founder and lead developer at AniYou. com. 2014-PRESENT

- Development of a social network and online library for authors and readers. Authors have access to statistics about their books - how many people read them, on which chapter they stopped, how many people reviewed them or left a note, etc. Users can read and review books, leave notes and suggestions, and also use the website as a social network - post photos, message on their walls, use private messages.
- AniYou.com is built with Laravel framework in PHP.
- My responsibility was also finding authors, formalise contracts and develop book design according to author's preferences.

Poker.ru - chief editor, content manager. 2008-2013

- My responsibilities were to develop a website structure and editorial policy; to manage, write and edit content.
- I was in charge of finding authors, ordering and editing materials, build-editing.
- Also I worked closely with business partners and advertisers.

ROSMAN Publishing House. podruchki.ru team leader. 2010-2011

- Team management, Project management and content management.
- Lead a team of 3 content managers (with an underaged audience being the target market the project was under strict content policies) and 2 developers.
- Target market research and analysis, conceptual development of new features and related technical requirements.
- Development of traffic growth and monetisation strategies.

Dugtrio Limited. Content manager. 2006-2008

- Joined the project as a composer of midi ringtones for mobile phones, composing ringtones based on popular songs.
- Moved into a content manager position, doing market research and analysing audience's preferences based on radio and TV charts, and developing new ringtones based on that.

Chief editor at Women's Club website, created as a student project of Altay State University — 2002 - 2006

- From idea of a student wallpaper to the independent website for girls and women. I had a team of 3 journalists working on materials. My responsibilities included content creation, editing and publication with several CMS.

LANGUAGES

- Russian - native
- English - fluent
- Greek - basic