Alan Berberov

Game Programmer

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SUMMARY

Game Developer highly experienced using C# and Unity with multiple released games on four different platforms including experience in mobile development.

EXPERIENCE

Game Programmer (Part-Time)

Paintbucket Games   **February 2024 - July 2024, Berlin, Germany**

· Developed and released a 3D learning game, Electrify Today, created in Unity, for Windows, iOS, Android and WebGL.

· Polished the project to deliver it within deadlines, bug-fixing, stress-testing, and optimizing.

· Created over 10 custom tools for game designers to speed up the development in C# and Python.

· Refactored and readapted an old code after drastic design changes to meet the goals.

Game Programmer (Internship)

Paintbucket Games   **September 2023 - January 2024, Berlin, Germany**

· Developed over 5 gameplay mechanics and systems for a 3D learning game, Electrify Today, in Unity.

· Benchmarked and Optimized game performance and reduced size for Windows and WebGL from not running state to 30FPS.

· Created a highly accurate energy/electricity system for the entire game world with an upgrade mechanic, which acts as the main meta progression in the game.

· Collaborated with UI and Music Artists to create fully-functioning UI menus and implement Music and SFX in major parts of the project.

EDUCATION

BA in Game Design

University of Europe for Applied Sciences · Berlin, Germany · 2024

Economics Foundation Year

Bellerbys College · Brighton, UK · 2021

SKILLS

Highly proficient using Unity and C#

Proficient in Unity DOTS

Mobile Game Dev using Unity

Basic knowledge of CI

Intermediate level of JavaScript and Python

Basic knowledge of AWS

Git

Blueprints

Double Diamond

Agile/Scrum