

ANDREY OSOKIN

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Technical Skills:

- **Languages:** C++ (1 years), C# (3 years), Java (1 year), JavaScript (1 year), Swift (1 year), Blueprint/Unreal (2 years), HTML/CSS (3 years).
- **Engines:** Unreal Engine 4.x, Unity Engine, Android Studio, Phaser, Xcode.
- **Software experience:** Visual Studio 2017/2019, Visual Code, Adobe Photoshop, Adobe Illustrator, Adobe DreamWeaver, Adobe Fuse, Autodesk Maya, Blender, GitHub, GitKraken, Trello
- **Game design experience:** Design Documentation, Level Design, Prototyping/Scripting, 3D Modeling/Texturing, Testing.
- **Other:** Have experience working on teams of up to ten people, with artists, programmers on year long projects by taking on roles, such as a designer, programmer and artist.

Published Projects:

“Doctor vs Virus” (Mobile/Android/iOS) 2019

Roles: Game Designer, Game Developer, Artist.

Language: C# (Unity Engine).

Link(GooglePlay): <https://play.google.com/store/apps/details?id=com.CanadosGames.Doctor>

Link(AppStore): <https://apps.apple.com/ca/app/doctor-vs-virus/id1487827193>

Misc: The game that requires thinking and tactical placement of tiles in order to survive longer. Match tiles, cure viruses and uses bonuses to advance your position and show your friends who is the true doctor of the group. But be careful, one wrong move and you will spiral out of control into a world filled with viruses.

“Bubbles & Numbers” (Mobile/Android) 2019

Roles: Game Designer, Game Developer, Artist.

Language: C# (Unity Engine).

Link(GooglePlay): <https://play.google.com/store/apps/details?id=com.CanadosGames.BubblesNumbers>

Misc: A unique strategy game rewarding smart moves, math and planning ahead. Popping bubbles have never been so hard, picking the right time to pop bubbles will increase your chance of survival before the board fills up. Plan out your moves and equip power-ups at the perfect time to give yourself the maximum amount of points and the highest score. Compare your progress to your best score from any game you played, and challenge your friends to see who can do better.

Previous Projects Experience:

“Tap Shot” (Mobile/WebGL) 2019 (Team project)

Roles: Level Design Developer.

Language: JavaScript (Phaser Engine 3).

Misc: The main role in this project was developing the level design. Implemented the random generation of tiles at the main level and applied sounds in Phaser Engine 3.

“Air Strike” (Android) 2019 (Team project)

Roles: Game Designer, Level Designer, Game Developer, Team Leader.

Language: Java (Android Studio).

Misc: Implementation of the object-oriented programming in Android Studio environment as well as the object pooling and control over them in arrays. Realization 2D sprites animation, sound pool, imitation of gravity. Created level design and HUD.

“Racer” (PC) 2018

Roles: Game Designer, Level Designer, Game Developer.

Language: C# (Unity Engine).

Misc: Maximum implementation of realism regarding driving: braking, sliding, accelerating, steering, and others by application of the Unity wheel collider. Constructed waypoint pathing system to show and track player and AI progress. Also, built different states of the game such as the main menu, pause menu, win/lose. Created level design and HUD.

“The Critical Point” (PC) 2018

Roles: Game Designer, Level Designer, Game Developer.

Language: Blueprints (Unreal Engine 4.19).

Misc: Realization of realistic and scary atmosphere during gameplay by adding the control over lighting and sounds. Created and used particle effects, such as bleeding and poison. Added control over animation of the main character by using animation blueprints and blend spaces. Included control over child objects that have been detached or attached to a skeletal mesh during the gameplay. Designed the level and user interface.

“The Vial of Life” (PC) 2018

Roles: Game Designer, Game Developer.

Language: C++ (Visual Studio 2017).

Misc: Small text RPG game in Windows console. Implemented object-oriented programming in C++. The game has a big map generated by using a multi-dimensional array, with random event battles, and hidden enemies.

More projects can be found in my portfolio.

Education:

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| Jan 2018 - Nov 2019 | Video Game Design and Development Diploma <i>triOS College Business Technology Healthcare Inc., Video Game Designer and Developer</i> Toronto |
| 2004 - 2005 | Web Designer Certificate <i>Russian State Economic University, Web Designer, Volgodonsk, Russia</i> |
| 2000 - 2004 | Accountant Diploma 2000-2004 <i>Professional College №71, Economics, Accounting and Control, Volgodonsk, Russia</i> |

Related Work Experience:

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|---------------------------|---|
| Jun 2019 - present | Lemuria Interactive <i>Lemuria Interactive Inc., Toronto</i> Game Developer (Unreal Engine 4 / C++). Project - "Road to Zion". <ul style="list-style-type: none">● Importing game assets● Level design● Implementation game aspects: ship control and movement, procedurally generated platforms |
| Jan 2019 | Global Game Jam <i>triOS College Business Technology Healthcare Inc., Toronto</i> Participated in game making marathon Global Game Jam 2019. Created and developed the game in a group of four people on JavaScript using HTML5 and CSS. |

Other Work Experience:

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| 2012 - 2019 | Assistant Manager <i>“Yummy Market Inc.”, Toronto</i> |
| 2011 - 2012 | Shipping/Receiving Forklift Operator <i>“GN Transport Ltd”, Toronto</i> |
| 2005 - 2010 | Customer Service Representative/ Sales Manager <i>“Gladiator” computer retail store, Volgodonsk, Russia</i> |