Vladislav Volodin

Toronto, ON, M6G 2W2 | fastlites@gmail.com| (416)474-9838

Released Projects: https://fastlite.itch.io/ **GitHub:** https://github.com/FastLite **Linkedin:** https://www.Linkedin.com/in/fastlites/

SKILLS

- 3 years of experience in C# and Unity.
- 1 year of experience in Godot
- 3 years of experience using Github, HacknPlan, and Jira.
- General knowledge of Unreal Engine 5.
- Familiarity with excel.
- Can quickly adapt to new environments and pipelines.
- Able to provide and receive constructive feedback.
- Familiar with agile project management workflow & Scrum.
- Experience in Photoshop cropping and editing.
- Bilingual in English and Russian.

EDUCATION

Diploma in Game Development & Design   **September 2019 - April 2022**

Centennial College - Story Arts Centre, Toronto, ON

- GPA 4.106/4.5

WORK EXPIRIENCE

WIMTACH | Student Researcher   **July 2022 - Present**

Godot developer | C# + GDScript

- Creating UI functionality and providing necessary tools to integrate it with gameplay systems.
- Implementing character creator/editor and a save system to keep changes regardless of the scene.
- Organizing programming team meetings and code review sessions to improve overall code quality.
- Providing feedback to fresh designers and helping with organizing project-related documents.

PROJECTS

Developer Generalist   **January 2022 - Ongoing**

Burnt Out | 2.5D puzzle adventure | Unity | Team of 3

- Programming logic for 4 different puzzle types, top-down movement system, and character-world interactions.
- Working with engine localization tools and text integration.
- Modeling environment and environment objects for the second level of the game.
- Designing more than 16 different puzzles that would support the narrative of the game.
- Revising and reworking the whole project's game design to get it more in touch with the original message and idea.

Game Designer | Visual Programmer   **May 2022 - May 2022**

Geonite | 3D platformer | Unreal engine 5 | Solo

- Used provided node system to get familiar with the engine workflow
- Changed physics behavior to create unique levels.

Game Designer | Programmer   **July 2021 - December 2021**

The Inn | First-Person Horror Narrative Game | Unity | Team of 5

- Programmed main gameplay functionality: first-person movement, custom triggers system, pickups, character-world interactions
- Created and maintained a flexible trigger script to cover all designer's needs.
- Programmed player and application data saving
- Implemented Black & White stylistics through the configuration of cameras, PostFX, and rendering queue

Vladislav Volodin

Toronto, ON, M6G 2W2 | fastlites@gmail.com| (416)474-9838

Game Designer   **October 2021 - October 2021**

Escape the lab | Game Jam | Unity | Team of 5

- Helped younger students in the team with programming and development problems.
- Created and maintained GDD to help the team stay on track.

Game designer | Programmer   **March 2021 - April 2021**

EarthDefense| Mobile tower defence| Unity | Team of 3

- Integrated upgrade system and roguelike mechanics to tower defense gameplay.
- Created AI-targeting and AI-spawning systems.
- Tunned game values and equations to achieve the best balance of in-game difficulty.
- Connected unity analytics to gameplay actions and statistics as well as web requests for IAP and advertisement.