

# Vladislav Volodin

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**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.
- 3 years of experience using Github, HacknPlan, and Jira.
- Able to quickly prototype and iterate.
- Familiarity with excel.
- General knowledge of Unreal Engine 5.
- 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 and Blender.
- 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 EXPERIENCE

**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*

- Creating storyboards for 2 prerendered cutscenes and 3 game engine ones.
- Modeling environment and environment objects for the second level of the game .
- Designing more than 16 different puzzles that supported the narrative of the game.
- Revising and reworking whole project's game design to get it more in touch with the original message and idea.
- Programming logic for 4 different puzzle types, top-down movement system, and character-world interactions.

**Developer Generalist**

May 2022 - May 2022

*Geonite | 3D platformer | Unreal engine 5*

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

**Game Designer | Programmer**

July 2021 - December 2021

*The Inn | First-Person Horror Narrative Game | Unity*

- Programmed main gameplay functionality: first-person movement, custom triggers system, pickups, character-world interactions.
- Created visual and audio feedback using a combination of triggers for audio and animations.
- Programmed player data saving for agile application settings.
- Implemented and guided noir visual style using a combination of black, red, and white in environment and UI designs.

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## Game Designer

October 2021 - October 2021

*Escape the lab | Game Jam | Unity*

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

## Game designer | Programmer

March 2021 - April 2021

*EarthDefense | Mobile tower defence | Unity*

- Integrated upgrade system and roguelike mechanics to tower defense gameplay
- Created AI-targeting and AI-spawning systems.
- Tuned 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.