

Vladimir Ianuskin

Game Developer | Toronto, ON, Canada

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Summary

Detail-oriented Game Developer with a portfolio featuring a [3D Unity touchscreen-based game](#) showcased at a museum exhibit and a [3D Unreal multiplayer game](#) published on Steam. Proficient in a broad spectrum of game development aspects, including low and high-level network programming, optimization, AI, shaders, rendering, physics, multithreading, data structures and design patterns.

Skills

- **Languages:** C#, C++, GLSL, HLSL, PHP, SQL, XML
- **Engines/APIs:** Unity, Unreal Engine, Vulkan, OpenGL, WebGL, SDL, REST
- **Tools:** Git, PlasticSCM, Trello, Unity DOTS, Mirror, Steamworks, Winsock, ENet, Cereal, 3ds Max

Professional Experience

INFRAR3D INC.

Feb. 2024 – Mar. 2024

Game Developer

Toronto, ON

Contract Full-Time

- Collaborated with a team of programmers, designers, producers and writers to create a Unity video game
- Developed adaptable gameplay systems that use scriptable objects and prefabs, enabling easy modification of properties by designers and developers
- Designed a robust game architecture following SOLID principles, using various programming design patterns and state machines to ensure scalability and maintainability
- Created game mechanics that send gameplay information and utilize responses from ChatGPT using web requests
- Integrated and configured NavMesh and Fog of War tools

INFRAR3D INC.

Mar. 2023 – June 2023

Game Developer

Toronto, ON

Contract Full-Time

- Designed and tested code in a multidisciplinary team of 6 people to create a Unity video game for touchscreen devices at a museum exhibit in Alberta, Canada
- Developed a gameplay system that handles 38 scriptable objects with 203 unique upgrade options and presents them as interactive menus
- Designed and integrated a feature that allows players to purchase/sell upgrades, resulting in runtime updates to object visuals, particle effects and UI values
- Implemented a 3D camera movement system that responds to touch, mouse and keyboard inputs
- Utilized Unity Leaderboards, Authentication services and REST API to save game scores in real-time

Volunteer Experience

The Asclepius Snakebite Foundation

Mar. 2023 – Apr. 2023

Game Programmer

Toronto, ON

Part-Time

- Prototyped and developed an interactive visual novel to a predefined story with 3 programmers using Unity
- Attended 6 weekly meetings with 10+ participants to present work, collaborate and share feedback
- Designed and coded in-game options, credits, main menu and ending scenes using free assets or assets provided by the employer

Education

Humber College

Sep. 2020 – May 2023

Game Programming

Toronto, ON

Advanced Diploma