

Evgeny Prozorov

CTO/Engineering manager/Game Developer.
Available to work in the EU.



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EXPERIENCE

Nakukop Ltd. (MancalaGaming), CTO

MARCH 2022 — PRESENT

Responsibilities: Managed 4 teams (frontend, backend, QA, DevOps, few outsource teams), coordinated the new development process across all teams + Studio, grew teams by hiring, introduced automation process in tests, implemented deep game analytics, worked with clients in order to speedup integration process

Details: Before I step into this position I was dealing with Frontend part of the company. Then I start to manage basically all teams and main goals was: certification for different jurisdictions, reduce costs, increase performance and stability. As a results: amount of RPS we can handle was increased 10 times, game development speed was increased 2 times, QA automation - done from scratch and this increased a stability. But the size of the team was increased only on 5%

Nakukop Ltd. (MancalaGaming), Team leader

FEBRUARY 2019 — PRESENT

Responsibilities: Build and managing the team (9 people), stabilizing the workflow, project management, bringing innovations.

Details:

I was hired at the very beginning of the company, so I was interviewing people, building a team and also creating workflow and code base to create slot games for regulated markets.

Techona S.R.O., Team leader

FEBRUARY 2019 — FEBRUARY 2020 (Company was closed)

Responsibilities: **Interviewing people**, stabilizing the team, **working with the team** (8 people), **project management**, bringing innovations, automation.

Details:

As a **Team Leader** I was working with people from my team, did performance reviews, interviewing new people to build the team, and made some sort of training for newbies.. Also I was acting as a project manager and **Scrum master**. My main tools were: Jira, Bitbucket, Confluence

Few projects that i was working on:

- **Slot games** (5 games)
- **Certification for Isle of Man** (15 games were certified from scratch)
- Managing Automation team. We've created an automated solution for QA (Cucumber, NodeJS).
- Managing developers to create a new Framework for the company (NodeJS, TypeScript)
- Managing outsource developers and QAs (3 people)

Techona S.R.O., Senior Software Developer

FEBRUARY 2018 — FEBRUARY 2019

Responsibilities: **Developing Slot games** (server and client), maintaining and optimizing frameworks.

Technologies: **PIXI JS, C++, C#, Google Closure, Typescript**

Details:

The company has very old legacy code in both client and server. I was creating a server on C++, client on JS, analysing math, also acting as a SCRUM master. I've

SKILLS

Planning,
Project Management,
Team management,
Coaching & Mentoring,
Negotiation,
Budget management,
Agile

TECHNOLOGIES

Software Development,
DevOps,
Scrum,

Jira, YouTrack, Bitbucket,
Confluence, Git

LANGUAGES

English — intermediate
Russian - native speaker
Czech - beginner

created 5 games from scratch.

Nevosoft, Senior Game Developer

JANUARY 2017 — FEBRUARY 2018

Responsibilities: Create plugins and games

Technologies: HAXE, ObjC, Cordova, JS

Details: My first project was "Charm Farm" on HAXE, I was creating module for 5 analytics that were using in the project, also I was creating native plugins using ObjC. Next project was a game "Last Hope Line". We were using HTML5 + Cordova.

Freelance, Game Developer/ Game Designer

NOVEMBER 2015 — JANUARY 2017

PROJECTS

Hellokids (for OrangeGames.com).

Technologies: Phaser framework (Typescript), grunt, CocoonJS.

Details: Creating the game from scratch using HTML5 and then wrap to android/ios app using CocoonJS

Kittens (Котики) (for Appnetto.com).

Technologies: Phaser framework (typescript), PhoneGap, grunt.

Details: The project is only for Russian, sorry.

iOS: [link](#)

[Make me Ten](#) (for OrangeGames.com).

Technologies: Phaser framework (typescript), grunt.

Details: I did art, programming and game/level design.

**[3Pandas](#), [Beaver Bubbles](#), [Fruit Connect 2](#), [Lightnings Cards](#),
[Solitaire2](#), [Solitaire3](#), [BubbleShooter](#), [Pinboard](#), [Love Tester](#)
(for OrangeGames.com).**

Technologies: Phaser framework (Typescript), grunt.

Details: Porting old Flash games to HTML and creating new ones using Phaser (Typescript).

Dragon Dad (for EdwardDelRosario.com).

Technologies: Unity.

Details: This is a prototype of the game, that could be finished soon.

Fuel industries, Remotely— Game and Web Developer

FEBRUARY 2011 — NOVEMBER 2015

PROJECTS

Spark City World, a MMO for young female audience with mini-games.

Responsibilities: refactoring old code, adding new features (e.g. boyfriends AI etc),

porting to iOS.

Technologies: ActionScript 3, bundle with PHP serverside and SmartFoxServer socket server, XML, JSON, Adobe Air for mobile, Starling. Also I learned and improved Fuel Framework that was used to create the project.

Details:

The project had tons of really old code which I reformatted and had to recode some parts to optimize the game performance. I used Starling framework to port this project to the iOS platform, created an app that generated starling spritesheets from existing SWFs. My work has received notable mentions concerning my work part including articles by the [Wired](#) and [PRWeb](#).

[WBKidsGo](#) (Warner Bros kids).

Technologies: Phaser framework.

Details:

I worked on porting Flash games to HTML5 using Phaser Framework. The games I worked on include: SUPER MEM YOURSELF, SUPER HERO ME, STICKER BOOTH, SHAGGY'S MIDNIGHT SNACK, SCOOPY DOO GHOULY GROOVES, MONSTER MATCH, THE A-MAZE-ING ESCAPE

Thanks to Fuel Industries I have significantly improved my skills in mobile development and gained new ones like HTML5 and Unity development.

RECOMMENDATIONS

[Fuel Industries](#)

iWin Inc., Remotely — Game Developer

JUNE 2008 — FEBRUARY 2011

PROJECTS

Various games

Trivial Pursuit Online Party, Family Feud Online Party, Maddie's Daily Mysteries, Online Party Game Room for Hotel iWin, Jewel Quest Online Party, Wordscape Online Party, Risk Online Party.

Technologies: ActionScript 3, bundle with PHP serverside, XML, JSON, bundle with runner written on C++

Details: my responsibility included Flash/C++ harness and some other coding.

Mahjong Quest

Technologies: actionscript3

Details: porting game from c++ to flash

Jewel Quest Challenge and Jewel Quest Frenzy for Facebook

Technologies: actionscript3, facebook API, pureMVC framework.

At iWin I had a great experience: worked in team, worked with facebook API, pureMVC framework, was a lead in 2 projects.

RECOMMENDATIONS

[iWin Inc.](#), [Michael Plotkin \(Senior Director of Software Development\)](#)

EDUCATION

Vyatka State University, Kirov

CS in Economics (2019).

Vyatka Pedagogical College, Kirov

Graduated in 2005.