

Nikolay Kandalintsev

Senior Unity Developer

<https://linkedin.com/in/nicloay>

<https://github.com/nicloay>

Russia

nicloay@gmail.com

+382 63 439996

WORK EXPERIENCE

Senior Unity3D developer, CosmicRhino - Apr/2017 - present - freelance

→ Pipler puzzle game (Android)

<https://play.google.com/store/apps/details?id=com.nicloay.pipler>

→ Team size 2

→ Key features:

- Coroutine optimization + Tween library
- Google play service, admob integration
- analytics

Senior Unity3D developer, LittlePeacock - Nov/2017 - Apr/2018 - freelance

→ Single developer for [VoxelPixel] color by number app (Android, iOS, WebGL)

<https://play.google.com/store/apps/details?id=co.littlepeacock.tadaa>

→ Team size 2

→ Single developer. Collect requirements, define project plan, implementation.

→ Key features:

- Shaders. (Signed distance field, voxel simple ambient occlusion, blending)
- Mesh generation. (Render pixels as plane, voxels as cubes)
- Native feature integration: in-app subscriptions, rate us, share image
- analytics

→ **Skills:**

- **Unity3D, C#, shaders, mesh generation, magica voxel importer, MVVM (DataBind package)**

Senior Unity3D Developer, Imagination - Aug/2017 - Oct/2017 - freelance

- Implement **coloring book** part for mobile app for kids. Based on my “Paintcraft” package (iOS)
<https://itunes.apple.com/us/app/autism-therapy-with-mita/id1020290425?mt=8>
- Team size 3
- Key features:
 - Asset bundles
 - Mobile optimisation
- Based on **promise pattern high level scene API**. Customer requested API to simply define actions on scene like play sound while object moving, trigger events on some condition, etc. to quickly define interationable scenes.
- Key feature:
 - Based on “promise” pattern
 - Refactor and optimise open source project
<https://github.com/nicloay/C-Sharp-Promise>. Add cancel promise support
 - Implement series of components to work with tweens, unity animations, sound sources, etc.
- **Skills:**
 - **Unity3d, c#, shaders**

Senior Game developer (Founder), Cosmic Rhino - Nov/2016 - Jul/2017 - montenegro

- **1. DragonKid & MagicStones** https://www.youtube.com/watch?v=_hMtDOq7wM4
- Invent new game mechanic (2048, match3, tetris mix). Game Design and lua developer with Defold Game Engines.
 - Highly optimised for mobile
 - Spine animations

→ **2. Adults coloring book.** (WebGL, Android)

→ <https://play.google.com/store/apps/details?id=com.nicloay.antistress>

- Assetbundles
- Shaders: flood fill radial animation, signed distance field, gradient tethering.

→ **3. Pipler** puzzle game. Special prize on defold game engine game jam. (Android, WebGL)

→ <http://pipler.in/>

→ **Skills:**

- **Unity3d, c#, shaders, Defold, lua**

Senior Unity developer, 2Mundos - Jan/2016 - Oct/2016 - freelance

→ Contractor for ABCMouse.com. Teamsize over 50.

→ Support English-Chinese kids educational mobile app

→ Key features:

- heavy UI, MVC
- Voice recognitions prototypes (based on <http://www.carnegiespeech.com/> different small games for kids)

→ **Skills:**

- **Unity3d, c#, shaders**

Unity developer, freelance - Nov/2013 - Dec/2015 - Denver, CO

→ Charmed Twists. (**Match3** candy crush clone). 6 months project. Unity3D.

<https://www.microsoft.com/en-us/store/p/charmed-twist/9nblggh0bssl>

- Single developer team size: 4
- Editor extensions (define levels)
- Implement match 3 behaviours

→ Developed 2 different coloring books for Cupcake and IndigoKids.

- Each project took about 1 month and had similar behaviours

- Series of Unity editor extensions
 - NodeInspector (<https://github.com/nicloay/Node-Inspector>). Drag'n'drop
 - Atlas editor (pack sprite to atlases for Unity4)
 - Spine animation importer. Originally spine use own runtime, I've created importer which make animation in unity so it's possible to use unity features like animator controller, curves, etc.
- Colorus - coloring book.
 - Unity OnGUI
- **Skills:**
 - **Unity3D, C#**

Technical consultant, AxiomSL - Aug/2008 - Jan/2013

- 01/02/2010 - 01/02/2013 Singapore office (team size 30)
 - System Administrator (VPN, Oracle(expdb, lsnrctl, sqlldr), Backuppc).
Maintain office infrastructure
 - Technical Consultant
 - About 7 month onsite work in Credit Suisse OPS Singapore, axiom scripts, sqlldr, sh scripts, cv7 loader actions and workflow automation.
 - Macquarie bank, offsite onsite consultation (axiom scripts, data loading, etc)
- 01/08/2008 - 01/02/2010 Saint Petersburg, Russia (team size 20)
 - QA Engineer (Controller View V7)
 - Invented and implemented self tested system, to test internal business logic of our application
 - Java Developer (Controller View V7)
 - developed several modules, export import CLI, keygen and key verification.
 - System Administrator (Saint Petersburg office and NY offsite)

- maintained internal servers (Nagios, BackupPC, Oracle backup, LDAP, Jira, Confluence, Crowd)

→ **Skills:**

- **Java, SQL, Linux, Databases, sh, java**

VisualBasic6 developer, SP-ARM - Dec/2004 - Feb/2008 - Saint Petersburg, Russia

→ Maintain healthcare applications (labtrack medtrack) in Russia,

- Developed new modules on Visual Basic6 + Intersystem Cache
- Created reports (Crystal Report).

→ **Skills:**

- **VB6, xml, xslt, Intersystem Cache, M language**

SIDE PROJECTS

- Paintcraft - drawing application constructor, paid package available on unity asset store.

TECHNICAL SKILLS

- **GameDevelopment** (2013 - present) :Unity3d (C#, Shaders, Unit/Integration Tests, android/ios port plugins), Defold (lua), design patterns, vcs, agile. Editor utilities: ([graph-editor](#), [animation-importer](#), [atlas-editor](#), voxel importer, ios project configurations)
- **Technical Consultant** (2008 - 2013): Linux (configuration, shell scripting, automation). Databases (Oracle, Sybase, Sql). AxiomSL (workflow automation, internal scripting language), shell, java.

LANGUAGES

English, Russian