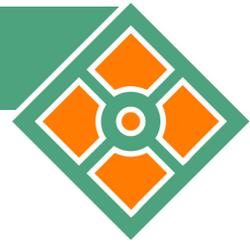# Gleb Demianenko

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noxcaos.github.io

General Skills

Unity (4.6 - 2018.3)
Agile (Asana, JIRA, Trello)
GIT (CLI + GitHub and Bitbucket)
3D Modeling, rigging and animation (3ds Max, ZBrush, Marmoset Toolbag, Substance Painter)
Adobe Suite (Photoshop, Illustrator, Premiere Pro)

Technical Skills

C# (WPF, Unity)
Front-end (HTML, CSS3, Material Design)
Node JS (Express)
Technical Art (HLSL/GLSL in Unity)
MongoDB (Mongoose and direct requests)
API server development (REST, AWS)

Work Experience

April 2018 - October 2018
Lead Unity Developer at **Lemuria Interactive Inc.**
Working on a MOBA space game using Unity and custom networking system.

December 2016 - April 2018
Freelancing
Various front-end and back-end web development using Wordpress (PHP) and Express (NodeJS)

May 2016 - August 2016
Internship at **Samsung Electronics**
Was working with Open GL 4 and glut library, developing a VR based viewer for Samsung phones.

October 2015 - May 2016
Unity 3D developer at **Meliorgames**
Worked on the following projects doing programming and game design:

- ❖ Fable of Journey   https://meliorgames.com/portfolio/fable-of-journey/
- ❖ Crossy Football   https://meliorgames.com/portfolio/crossy-football/
- ❖ Circus Spider   https://meliorgames.com/portfolio/circus-spider/

Competitions and personal projects

LoJam - 48 hour GameJam
https://secure.lhsf.ca/event/london-game-jam/e210717
Our team won the game jam, coming in 1st place among 25 other submissions.

Panzer Vor - personal game project
https://youtu.be/uk4NTTvX2bU/
I have gained a lot of experience in Unity while working on this game project for 3 years.

Education

September 2012 - June 2016
Taras Shevchenko National University of Kyiv (Ukraine)
Bachelors Degree in **Software Engineering**

September 2016 - April 2018
Fanshawe College London, ON (Canada)
Advanced Diploma in **Video Game Design and Development**