



## Gleb Demianenko

16th August 1995

GLEB.NOXCAOS@GMAIL.COM

MOBILE: +1(226)378-2994

<http://noxcaos.github.io/>

### Summary

Full-stack web and game developer with 2 years of professional experience and over 5 years of personal software development. Strong knowledge of Node JS/Express + HTML and CSS3 in web development. Quite experienced with Unity game engine (1 year in game industry + 4 years personally).

Interested in job opportunities for permanent staying in Canada.

Github: <https://github.com/NoxCaos/>

LinkedIn: <https://www.linkedin.com/in/noxcaos/>

### Skills

- Node JS (NWJS, Express)
- Java (JSP, JMS)
- C# (.NET Framework 4.x, Mono)
- C++ (basics of OpenGL and MVC)
- PHP (Wordpress)
- Lua (Love2D)
- Front-end (HTML, CSS3, JQuery, Bootstrap)
- Database management (MySQL, MongoDB)
- REST and WebSocket
- Unity 4.6 - 5.6 (2017)
- 3D modelling (3DS Max, Mudbox)
- Texturing and PBR (Marmoset Toolbag, Substance Painter)
- Photoshop, After Effects, Premiere Pro, Illustrator
- GIT

## Personal Projects:



### **Panzer vor** Game project [*in development*] <http://panzervor.tk/>

Real Time strategy, where player is able to create and customize own teams, hire crews, buy and modify tanks. I started developing it as to improve my Unity knowledge and release an indie game.

Technologies: Unity 3D for game, .NET 4.0 for launcher



### **Amusement Club** Game project [*complete/support*]

<https://github.com/NoxCaos/amusement-club/>

Game/discordapp bot written on NodeJS and hosted on dedicated server. Represents a classic 'gacha-style' game (getting cards) where cards are made and submitted by users. Project gave me a lot of experience with NodeJS technology as well as game design

skills in order to balance cards/gameplay/heroes. Right now has more than 3,000 active users.

Also has improved version in development right now (<https://github.com/yosoro-ent/>)

Technologies: NodeJS 7, MongoDB 3.4, HTTP/REST



### **.Oriko** Framework [*complete*] <http://github.com/noxcaos/dotoriko-unity/>

Framework for Unity 3D that I used to create with my friends. That was mostly a teamwork-based university task for working at a big project. This framework helps to develop Unity games with component-based system.

Technologies: Unity 3D 4.6, Multiple C# patterns



### **Mesh Distributed Peer Network** [*bachelor project*]

My final bachelor project at university was to explore modern ways for creating multiplayer games. I explored technologies like peer-to-peer networking and server-side games. Also I've created a concept for my own peer-to-peer massive network that can handle worlds with unlimited players online without using a server.

Technologies: UDP and TCP protocols, Networking

## Work experience

**Oct 2015 - Apr 2016:** Unity 3D developer at **Meliorgames** (<http://meliorgames.com>)

Games (all are outsourced):

1. Kimbo (IOS)  
[<https://itunes.apple.com/es/app/kimbo-free-adventure-action/id1070230680>]
2. Fable of Journey (IOS, Android)  
[<https://itunes.apple.com/ru/app/fable-of-journey/id1097848402>]
3. Crossy Football (IOS, Android)  
[<https://itunes.apple.com/us/app/crossy-football/id1094759211>]
4. Circus Spider (IOS) [Not released]

**Apr 2016 - Aug 2016:** Internship at **Samsung Electronics**

Main project: 3D VR viewer for Android based on OpenGL 4

**Dec 2016 - present:** Multiple freelance Web projects

1. **Ontario Culinary website** (<https://ontarioculinary.com/>)  
Multiple back-end and front-end improvements, merging two different websites into one.  
Also created a mobile-friendly version of this website.  
Technologies: Wordpress, PHP, HTML/CSS/JS
2. **Game-presentation for pharmaceutical conference**  
This project was like a presentation/advertisement of certain product on the conference. It was done in a form of interactive test for doctors, involved a lot of animations. Project was later on used on several conferences.  
Technologies: Unity, C#

I was mostly working at smaller tasks, that involved various back-end and front-end fixes.

## Education

September 2012 - June 2016

**Taras Shevchenko National University of Kyiv**

**Bachelor in Software Engineering**

September 2016 - April 2018

**Fanshawe College London, Ontario**

**Video Game Design and Development program**