

Vladimir Vatsurin

Software Engineer

✉ vova.vatsurin@gmail.com | 📞 7059852451 | 📍 Toronto, ON | 🌐 <https://github.com/Sidebail/>
🔗 <https://ascotbailey2.carbonmade.com/>

Skills

Programming Languages: C++, C, C#, Java, JavaScript, UE4 Blueprints, HTML, Kotlin
Tools/Software: [Git](#), Unreal Engine 4, Unity 3D, Steam API, Visual Studio, JIRA, PlasticSCM, Perforce
Strengths Goal achiever, communicative, proactive, team-player, attentive to details, passionate

Experience

University of Guelph (Project)

Toronto, ON

FULL-STACK DEVELOPER

January 2021 – April 2021

- Created the C library for navigational GPX document generation and validation, operated with composite data structures, algorithms and direct memory management.
- Developed GUI, front-end logic and back-end logic powered by C, Node.js and SQL. Operated with JSON data passing through two different programming languages.
- Received the endorsement from project mentors and professors, receiving high grade and flawless tests.

Stealth Monitoring Inc.

Mississauga, ON

SOFTWARE PROGRAMMER

January 2019 – April 2019

- Performed QA tests and dry runs for the camera management software.
- Designed the interface of mobile application that was used by company's customers.
- Wrote technical documentation and populated databases.
- Got endorsed by supervisors for scaling down the workflow for other employees

SmashReality Inc.

Collingwood, ON

GAME DESIGNER / GAME PROGRAMMER

May 2018 – August 2018

- Designed and created the VR project for Home customization using Unreal Engine 4.
- Integrated various systems such as simultaneous material change, VR locomotion, house design customization, etc.
- Led the project and got attention from potential investors from real estate market to the company.
- Additionally created card game, platforming game and AR project that were loved inside the company team.

Projects | [Check out more game projects in my portfolio!](#)

Knitted and Inflatable

Unreal Engine 4

CONTINUOUSLY DEVELOPING THE FIRST PERSON SHOOTER PHYSICS GAME ABOUT WORLD OF KNITTED DEFENDING AGAINST WORLD OF INFLATABLE. MAINTAINING FEATURES SUCH AS WORLD INTERACTION, UI INTERACTION AND PERFORMING PROJECT MANAGEMENT ROUTINES. **ACHIEVED 1ST PLACE IN HACKATHON COMPETITION WITH MONEY PRIZE AND CROWD ANTICIPATION PRIZE.**

[Link to Steam](#)

Igromania Android App

Java, Kotlin, Android Studio,
Firebase DB

MOBILE CLIENT FOR THE IGROMANIA.RU, LARGEST RUSSIAN LANGUAGE GAMING MEDIA. LED THE TEAM OF SOFTWARE PROGRAMMERS AND UI DESIGNERS. USED OOP PRINCIPLES AND FIREBASE DB. ADDED THE MULTI LANGUAGE SUPPORT. GOT HIGHLY RATED BY THE CLIENT, IGROMANIA, AND PROJECT SUPERVISOR. RESULTED IN MORE THAN 1000 DOWNLOADS SO FAR.

[Link to Google Play](#)

Higher Education

University of Guelph

Guelph, ON

BACHELOR OF COMPUTING, COMPUTER SCIENCE, GRADUATED WITH HONOURS

September 2020 – April 2021

Courses include: Data Structures, Software Systems Development, Algorithms Efficiency, Operating Systems, Marketing

Georgian College

Barrie, ON

ADVANCED DIPLOMA OF COMPUTER PROGRAMMER ANALYST, GRADUATED WITH HONOURS

September 2017 – April 2020

Courses include: OOP Programming, Project Management, Game Programming, Databases, Web Programming