

Dmytro Koloskov (July 2020)

E-mail: dima.koloskov@gmail.com

Skype: workhouse0911

Telegram: @invader_jim

Personal website: <http://www.koloskov.clev.space>

Linkedin: <https://www.linkedin.com/in/dmytrokoloskov>

Summary

Ten years of extensive experience of games and applications development for web, mobile (iOS, Android) and Windows platforms. Four years of experience as a team lead. I'm experienced working as part of the team and as a single developer on the project.

Skills

- Programming experience: C++ – 1 year (since May 2019)
C# – 1 year
TypeScript – 3 years
PHP – 2 years
ActionScript 3 (Flash) – 6 years
- Game Engines: Unreal Engine 4 – about 10 months (since October 2019)
Unity – about few months
- Technical: OOP + Design patterns
- Tools: JetBrains (IntelliJ IDEA, Rider, Webstorm, CLion), Microsoft Visual Studio, Adobe Photoshop
- Version control: Git, SVN, TFS
- Bug tracking: Jira, Trello
- Other: experienced in writing tech documentation (Confluence, Google Docs)

Education

Specialist Degree in System Programming (Computer Science).

2005 - 2010 Kirovohrad National Technical University.

Language skills

English – Upper-intermediate.

Ukrainian – Native.

Russian – Native.

Work experience

Self-education (Mar 2015 – current date)

- High school & college math
- C++
- Unreal Engine 4

Team Lead / TypeScript Developer at [Skywind Group](#) (Jun 2015 – Mar 2019)

201-500 employees; Entertainment industry

Projects:

[Slots games](#) – different types of slot games, from simple basic ones to branded games with many features and complex logic. (web, iOS, Android)

Contribution to project:

- Team management and new slots games development.
- Development and new features implementation for slots "common behavior module".
- Release new games features: translations for different languages, jackpot mini-games, specific regulations for certain countries, etc.

[Cash Fish](#) – gambling, fish shooter game. (web, iOS, Android)

Contribution to project:

- Team management and game development.

Technologies: TypeScript, PixiJS, Node.js, Gulp, webpack, Jira, Confluence, Git, SVN, Spine, TexturePacker.

Responsibilities as a team lead:

- Dev team capacity planning and team management. Team size – 12 people.
- Code review.
- Communication with teams from Israel, Bulgaria, Estonia, India, Philippines, and Belorussia for features discussion and problems solving (engine, environment, etc), etc.
- Writing technical documentation (dev responsibilities, dev process description, different instructions).
- Status reports to management.

Flash Developer at [Win Interactive LLC](#) (Mar 2013 – Jun 2015)

501-1000 employees; Entertainment industry

Projects:

[Bingo Island](#) – Social gaming, gambling. (Facebook, iOS)

Contribution to project:

- Refactoring of project architecture.
- Development of mobile game version and new features.

[Slots Craze](#) – Social gaming, gambling. (Facebook, iOS)

Contribution to project:

- Creation of slot machines
- Creation of various interactive dialogs
- Other new features implementation

[Stardust Casino](#) – Social gaming, gambling. (Facebook, iOS, Android)

Contribution to project:

- Facebook API integration in the client application
- Blackjack game development
- Creation of solution for slot machines game, which allowed to use one slots game module for several client applications
- Creation of various interactive dialogs
- Other improvements and maintenance of project

Technologies: AS3, JavaScript, Jira, Confluence, SVN, Git, Facebook API, Robotlegs, Starling, GreenSock.

Flash Developer at MWM (My Web Media) (Sep 2010 – Feb 2013)

Indie; Entertainment industry

Projects:

As a single developer on client-side – creation of flash applications, ranging from small casual games to social client-server applications.

Technologies: AS3, PHP, JavaScript, Jira, SVN, Pure MVC framework.