



Max Pushkarev

Game developer



Education



Experience



Main skills



Software



Languages

My contacts ;-)



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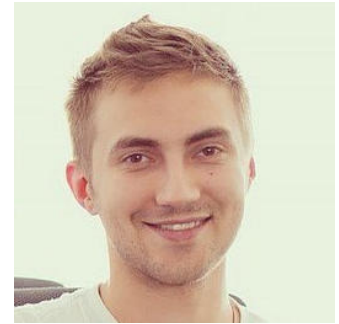
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M. M. Pushkarev, 11.12.1991

Education

✓ Perm State University (2009-2013)



Bachelor (2013)

Faculty of Math and Mechanics (the speciality is "Informational Technologies") In 2013 I graduated from the university.

Experience

✓ "PROGNOZ" (08.2012 - 02.2013) **PROGNOZ**

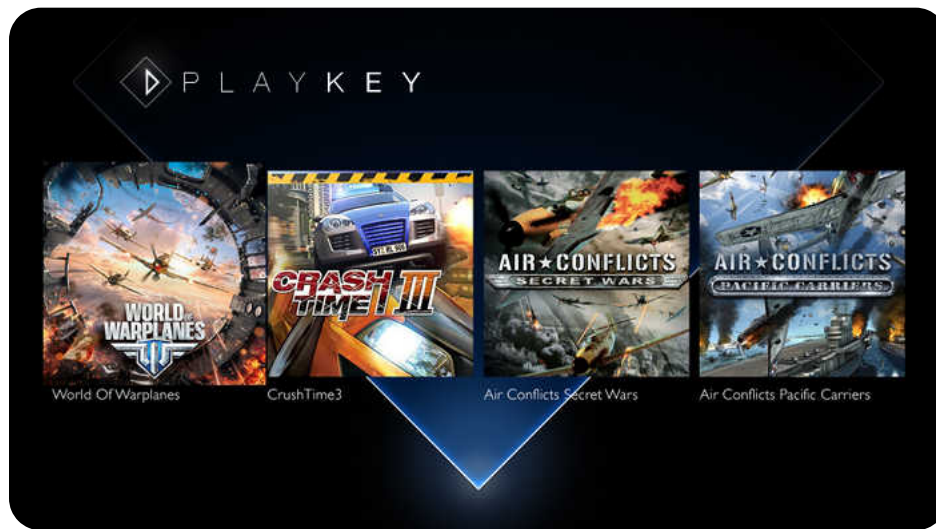


WEB-application

Development of information system for the automation of session processes (by the order of Moscow Government). The collection of technologies we used here was quite usual: **GWT**, **Hibernate**, **CSS3** for client's views.

✓ "Enaza" (02.2013 - 03.2014) **enaza**

Development and support of WEB-components of the [Playkey](#) cloudgame service.




★ Admin panel (04.2013 - 12.2013)

CRUD-interface for **Oracle** (and then for **MS SQL Server** after migration) with flexible search engine in database and some other features such as controller of remote game servers, controller of user profiles in games for example, panel with different logs, the report engine. Client logic is based on **ExtJS** framework. On the other hand server is the **WCF**-service that communicates with database through **NHibernate**.

★ Promo-page (11.2013)

It was the first version of [Playkey site](#) designed for the QBT of the service. With **jQuery** I developed authorization through **Facebook** and gaming throw Playkey plugin built with **Firebreath**. So it was everything users need for DEMO-usage of the service.

✓ "AlternativaPlatform" (05.2014 - 10.2018)  **alternative platform**

Developing of [TankX](#) with the new client (**C#**) - server (**Java**) architecture based on our isomorphic **ECS**-framework and **Unity3D**.



★ Gameplay programming (05.2014 - 02.2016)

It's all about client-server features of the game: the behaviour of guns, ammunition, shooting, tank's lifecycle, some physics of tanks, etc.

★ 3D (02.2016 - 03.2017)

The billboard **LOD** for trees and bushes on the maps, **profiling** of graphics, some **optimizing** for different video cards. Creating and support some shader-based graphic effects (healing, invisibility and others).

★ TankiX: Arms Race (03.2017 - 02.2018)

Made some tasks that're connected with player's **abilities** (energy injection, invulnerability, EMP and others). Implemented their gameplay behavior in battle and their metagaming features (crafting with blueprints, upgrade system, etc)

Development of **top-down shooter** for mobile platforms (details are protected by **NDA**)

★ Gameplay prototyping (02.2018 - 10.2018)

Most of my tasks're about characters (client-server synchronization, integration of some animations, etc) and weapons (implementation of their mechanics).

✓ "Banzai.games" (10.2018 - 11.2020) 🎮

Development fighting game titles.



★ Shadow fight 3 (10.2018 - 05.2019)

Development of [Shadow Fight 3](#) core features with **Unity3D**.

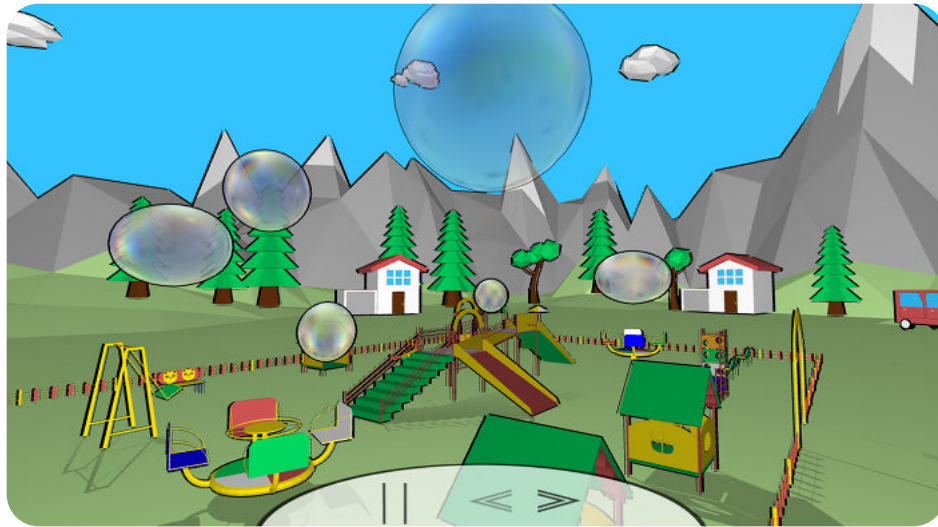
★ Shadow fight Arena (05.2019 - 11.2020)

Development of [Shadow Fight Arena](#) network architecture.

✓ Pet-projects 🎮

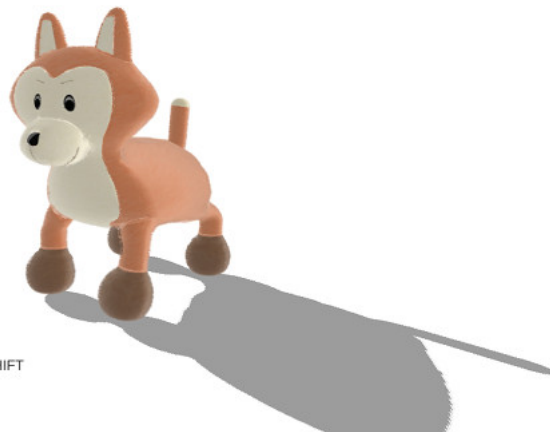
★ [Kidzone](#).

All you need to play this demo is your mouse. Click to blow bubbles and drag to drive airplane ;-)
See the [source code](#) if you want.



★ [Foxy.](#)

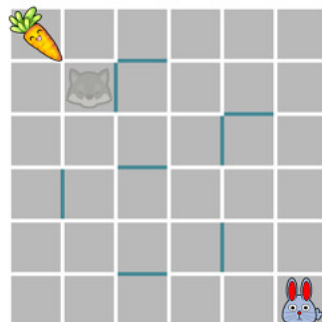
It's a simply **mechanim**-animated and funny toy. As for me the most remarkable feature in this demo is fur that is drawing through the several shader alpha-blended passes. Let's read the [sources](#).



Reset Camera (if Foxy is invisible): C
 Drag camera: MOUSE_MIDDLE or MOUSE_LEFT+SHIFT
 Rotate camera: MOUSE_LEFT
 Zoom camera: MOUSE_WHEEL or Z/X
 Run animation: SPACE

★ [Wappo](#)

I was inspired for the creation of this demo by the [game](#) that was so popular in the time of old **Siemens** devices. But it's also the attempt to use **neural network** for the Wolf's actions - so you can see the [sources](#).

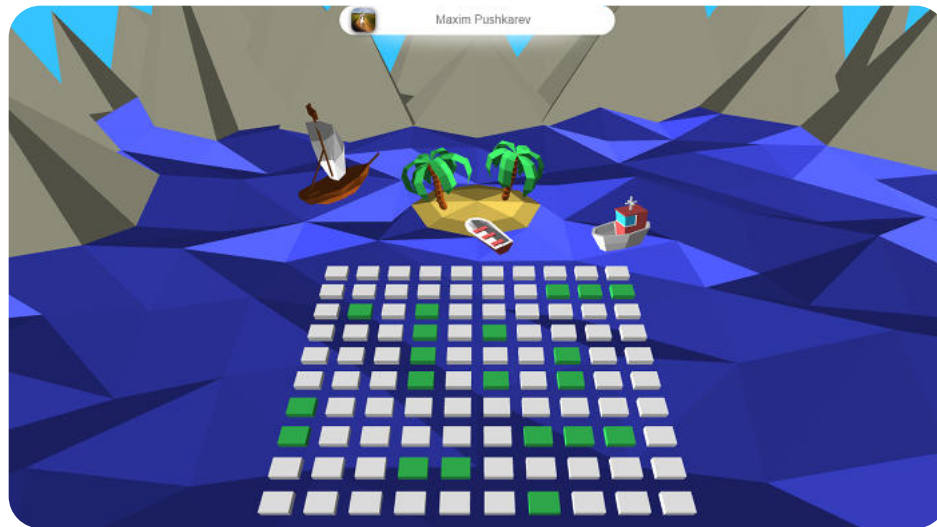


Waiting for Bunny...



★ Seabattle

Here you can log in through Facebook and play with your friends in free time! It's fully javascript-based game: not only client, but the server too (made with **NodeJS**). And the [sources](#), of course.



Skills

✓ Unity3D 


★ Scripting
★ Shaders

✓ C# 


★ Unity3D scripting
★ NUnit

Software

✓ Microsoft Visual Studio 

✓ Eclipse 

✓ IntelliJ IDEA 

✓ Blender 

✓ GIMP 

✓ Xamarin Studio 

✓ Mono Develop 

✓ Cloud9 

Languages

✓ English 

 Intermediate

✓ Russian 

 Native



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