



Max Pushkarev

Cute developer...



Education



Experience



Main skills



Operation systems



Databases



Workflow



Software



Design



Languages



Interests

My contacts ;-)



My phone:
+7 912 88 51 653



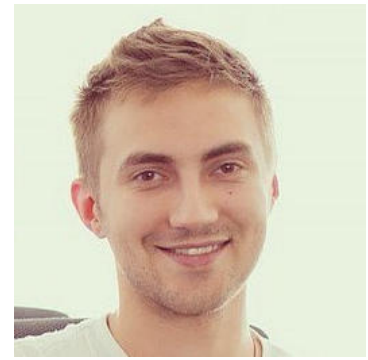
My email:
me@maxpushkarev.ru



My skype:
maxim_push



My bitbucket:
[maxpushkarev](#)



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**

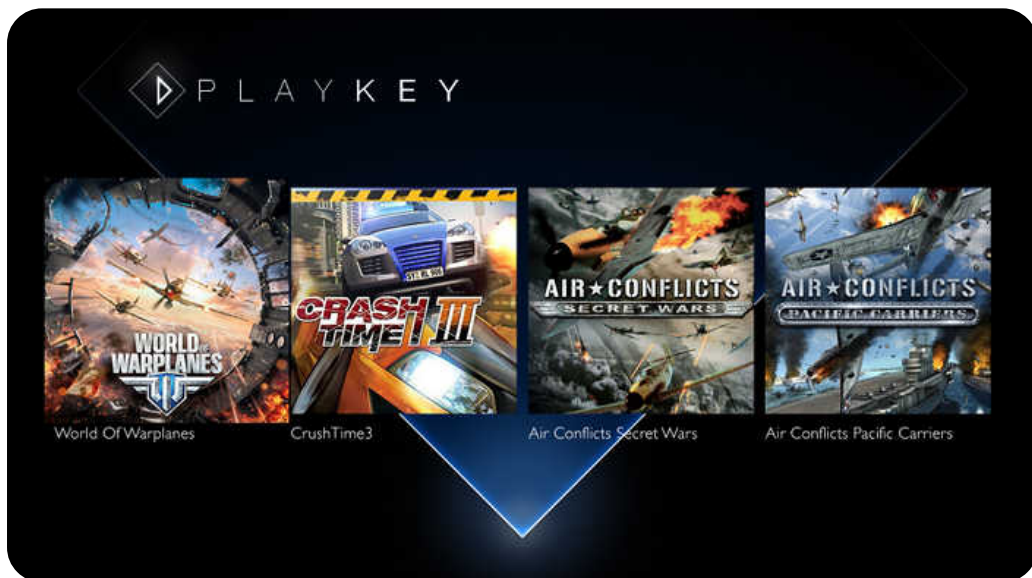


WEB-application

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 Q.B.T. of the service. There were no any serious functions like billing here. 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 - nowadays) 

Developing of [TankiX](#) 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.

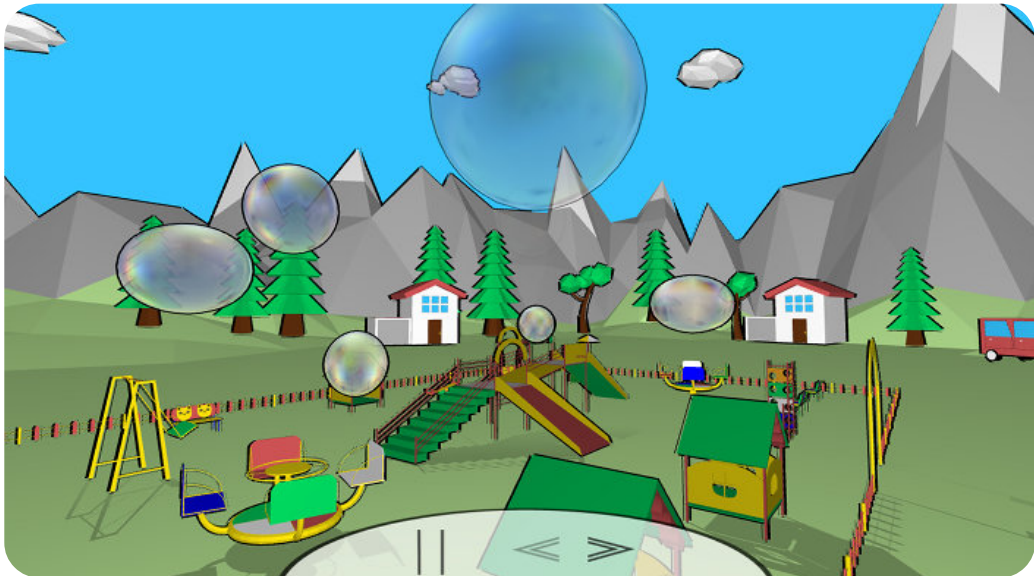
★ 3D (02.2016 - nowadays)

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).

✓ Pet-projects 

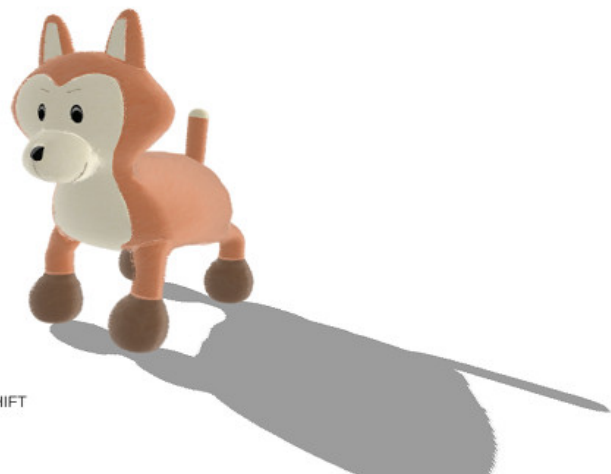
★ [Kidzone](#).

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.



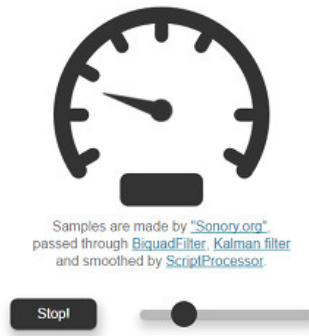
★ [Foxy](#).

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](#).



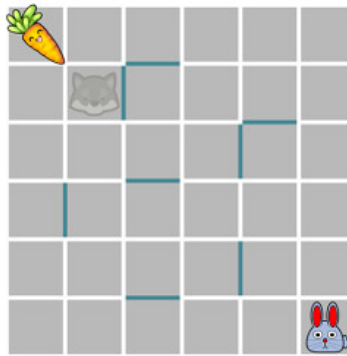
★ [Engine](#).

Sound experiment with **Audioprocessing** through **Web Audio API**. Audio assets are prepared by [Sonory](#).



★ [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](#).

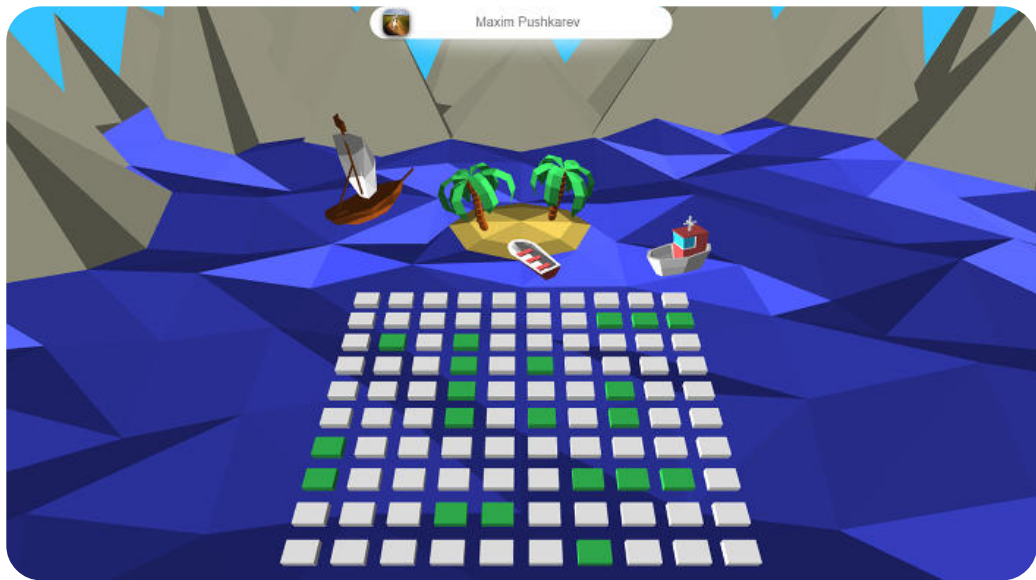


Waiting for Bunny...



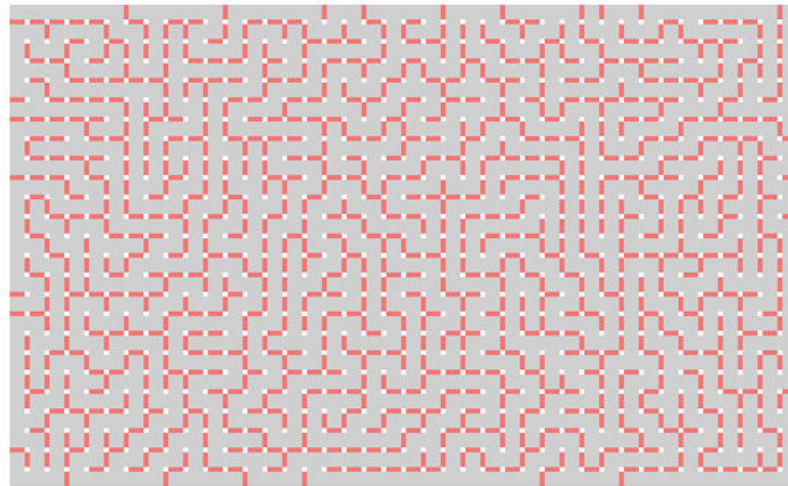
★ [Seabattle](#)

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.



★ [Labyrinth](#)

Visualization of algorithm for the generation of labyrinth. [Code](#).



Generate labyrinth!

★ [Decals](#)

It's a small demo with dynamic decal projector. I used free [scene](#) from the [Asset Store](#) as interior. By the way some information about the polygonal techniques you can read in [Eric Lengyel's book](#). And the [Code](#), of course.



★ [GPGPU](#)

This **genetic** algorithm is powered by compute shaders and solves linear diophantine equations. Base operations such as selection, mutation, merging are implemented on the **GPU**.

Enter integer coefficients:

1 X + 2 Y + 3 Z + 4 W = 50

Resolve!

Skills

✓ Unity3D 

★ Scripting
★ Shaders

✓ Javascript 

★ Three.js
★ Node.js
★ NPM

- ★ Networking (SocketIO, Protobuf.js)
- ★ Testing (Mocha, Sinon, Chai)
- ★ Mongoose
- ★ FB SDK
- ★ Modulus
- ★ Ext.js
- ★ Web Audio API
- ★ JQuery
- ★ Modernizr
- ★ Ajax

✓ HTML, CSS 

✓ C# 

- ★ Unity3D scripting
- ★ WCF
- ★ NHibernate
- ★ NUnit

✓ Java 


Operation systems

✓ Windows 

✓ Linux 

Databases

✓ Mongo DB 

✓ My SQL 

✓ Oracle 

✓ MS SQL Server 

Workflow














✓ Scrum 

✓ Git-flow 

✓ And this one... 

Oooh, It's about me! Let's see [how I usually work...](#)





Software

- ✓ Microsoft Visual Studio 
- ✓ Eclipse 
- ✓ SpringSource 
- ✓ Adobe Dreamweaver 
- ✓ Heidi SQL 
- ✓ SQL Server Management Studio 
- ✓ PL/SQL Developer 
- ✓ IntelliJ IDEA 
- ✓ Blender 
- ✓ GIMP 
- ✓ Xamarin Studio 
- ✓ Mono Develop 
- ✓ Cloud9 

Design

- ✓ UML 
- ✓ Moqups 

Languages

- ✓ English 
 Intermediate
- ✓ Russian 
 Native

Interests

✓ Javascript 

✓ Football 

✓ Ice Hockey 

✓ Basketball 

 Player of the faculty team

✓ Politics 

✓ DC Comics 

✓ Music 

