

# LOU G. VASILEV

## Game Programmer

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### Objective

To work as a Game Programmer for a development studio striving to make fun, interesting, and innovative games for PC, game consoles, or mobile platforms.

### Work Experience

#### **Game Designer/Programmer, Indie Project - "The Realm of Zen"**

**2013-Present**

**Tools:** Unity, MonoDevelop, Visual Studio, Adobe Fuse, Mixamo, GIMP 2, TortoiseSVN

**Languages:** C#, XML

**API & Libraries:** Rewired, Zenject

- Designing overall architecture and flow of indie computer game
- Designing and developing gameplay mechanics for main game and mini-games
- Incorporating animations in game with C# and Unity's Mechanim system
- Designing and implementing two tier Artificial Intelligence system using Finite State Machines and a Utility Based System
- Designing and implementing a Dialog system in C#
- Creating concept art for game levels and loading screens and collaborating with 3D and 2D artists to implement levels and loading screens
- Using SOLID principles of Object Oriented Design for more maintainable and reusable code
- Using Zenject to incorporate Dependency Injection in C# game code
- Using Rewired and C# to write logic for multiple input schemes, i.e. Xbox One, Xbox 360, and PC
- Programming UIs with C# and Unity's Canvas system including input prompts for game actions, HUDs for mini-games and fighting gameplay, main menu, mini-map integration, and dialogs
- Awarded 3<sup>rd</sup> place in indie game competition at Computer Simulation & Gaming Conference 2019 in Tulsa, OK
- Exhibited game at 2016 XPO gaming convention in Tulsa, OK

#### **Game Programmer, K20 Center, Norman, OK**

**2007-2010**

**Tools:** Visual Studio, Flash, MySQL, SVN

**Languages:** C++, Lua, ActionScript, XML

**API & Libraries:** CEGUI, RakNet

- **Pathways (2011), McLarin's Adventures Ultimate (2009), McLarin's Adventures (2008)**
  - ◆ Designed and developed serious games for K-12 students and teachers
  - ◆ Programmed gameplay scenarios and missions in C++ and Lua
  - ◆ Code ownership over database interactions, local image cache, task tracking, weather system for rain
  - ◆ Designed UIs for report generator, email system, and interactive map in CEGUI and Flash
  - ◆ Programmed dialog system in C++
  - ◆ Designed and developed sports and word puzzle mini-games in JavaScript, CSS, and HTML
  - ◆ Wrote unit tests with NUnit to ensure code behaves according to specifications

#### **Application Developer, Claims Management Resources, Oklahoma City, OK**

**2015 – present**

**Tools:** Entity Framework, LINQ, Git, BitBucket, Bamboo, SQL Server

**Languages:** C#, AngularJS, TypeScript, JavaScript, Bootstrap, HTML

- Design and development of AngularJS front-end for an ASP.NET Web API application
- Development of RESTful Web Services in C#
- Development of AngularJS services and C# classes for consuming Web Service content
- Developing unit tests with MSTest, xUnit, and AutoFixture

- Development of Publish/Subscribe messaging system using RabbitMQ, EasyNetQ, and SignalR
- Using SOLID principles of Object Oriented Design
- Using Ninject to incorporate Dependency Injection in code
- Creating SQL Server ERDs queries, views, and stored procedures

**Software Developer, Power Costs, Inc., Norman, OK**

**2010-2015**

**Tools:** Eclipse, Oracle SQL Developer, DHTMLX, Smart GWT, Git/Gerrit

**Languages:** Java, JavaScript/Prototype, CSS, HTML, XML, AJAX, JSON

- Designed and developed business applications for energy assets management and optimization
- Created user interfaces using DHTMLX and Smart GWT
- Wrote unit tests using JUnit to ensure code behaves according to requirements
- Awarded quarterly award for performance excellence three times

## **Shipped Titles**

**Pathways** (PC, UMPC, shipped 2011)

**McLarin's Adventures Ultimate** (UMPC, Notebook, shipped 2009)

**McLarin's Adventures** (UMPC, shipped 2008)

## **Education**

Bachelor of Science in Computer Science  
University of Oklahoma, Norman, OK