

LOU G. VASILEV

Game Programmer

<https://louvasilev.com/>
loug22@yahoo.com
405.436.9283

Objective

To work as a Unity/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#
- Using GIMP 2, textures, and materials for designing and creating 2D graphics for game UX
- 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 3rd 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 UnitTest++ to ensure code behaves according to specifications

Software Developer, Paycom, Oklahoma City, OK

2020-present

Tools: PhpStorm, Git, BitBucket

Languages: Php

- Development of Web applications

Application Developer, Claims Management Resources, Oklahoma City, OK

2015 – 2020

Tools: Entity Framework, LINQ, Azure DevOps, 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
- Utilized Object Oriented Design
- 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)

Game Projects

Space Repair (PC, 2020) – developed in Unity during Global Game Jam 2020

Education

Bachelor of Science in Computer Science

University of Oklahoma, Norman, OK