

# Alexey Volynskov

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## Skills

Programming languages: C++, C, C#, HLSL, Python, JavaScript, Squirrel, Lua, PHP, Java.  
Can quickly learn new languages, familiar with compiler design.  
Significant game engine design experience.  
Analyzing, bug-fixing and integrating 3<sup>rd</sup>-party code and libraries.  
Fixing bugs without debugger (on consoles etc.), including obscure ones.

3D modeling software: Blender (good), 3DS Max (rusty).  
2D graphics: Photoshop, GIMP, Paint.NET, Filter Forge, Sony Vegas.  
Above average skills in 2D and 3D, but not as good as a dedicated artist.  
Prefer to synthesize graphics rather than do them "by hand".  
Can evaluate quality of the art asset and pinpoint mistakes in most cases.

Version control: Mercurial, git, Subversion, CVS, Perforce.

Web design: HTML, CSS, PHP, MySQL, web2py framework, JavaScript, minor experience with HTML5.

Natural languages: English (written – good, spoken – average, rusty), Russian (native).

## Experience

2011-Present – Ranmantaru Games

### **Self-employed game developer**

Project: Arcane Worlds <http://ranmantaru.com/games/arcane-worlds>  
Design, programming, art, sound.

Project: LEVEL UP! <http://ranmantaru.com/games/level-up>  
Design, programming, art.

2002-2008 – Gaijin Entertainment

### **Technical director, co-founder**

Designed several iterations of Dagor Engine and related tools.  
Coordinated programmers working on the engine and tools code.  
Implemented various project-specific systems.  
Designed and implemented special effects for many games.  
Ported portions of engine and game code to Xbox 360.  
Worked as project manager and lead programmer on action game X-Blades (early version released as Oniblade in Russia).  
Worked with remote teams, outsourcers and freelancers.