

OLESIA ZAIDMAN

JUNIOR GAMEPLAY SOFTWARE ENGINEER - C# UNITY
TECHNICAL ARTIST



SUMMARY

- Certified Unity Junior Programmer with almost 2 years in Unity and proficiency in C#.
- Started my professional journey as a programming intern at ustwo games, the studio behind the BAFTA-winning Monument Valley.
- I have former 5 years work experience as a creator and editor in new digital media. Possess an eye for design, strong organizational abilities, and experience in collaborating effectively within teams.
- My strengths is in communication, critical thinking, and problem-solving. Naturally curious, I continually ask the right questions, sparking deeper understanding and driving innovative progress within teams
- I enjoy getting involved with game design and narrative design processes. I add creative value to the game development process. Passionate about creating story-rich games tha have a positive social impact.
- Based in London. Also open to remote work.
- Eager to learn new technical skills like VR, AR, C++, Unreal Engine. Currently advancing my understanding of algorithms and graphics programming.

TECHNICAL SKILLS

- **Unity Proficiency:** Proficient in C# and Unity engine gameplay programming. Well-versed in physics, collision systems, Input Systems, UI development, Cinemachine, and both 2D & 3D animation, ighting and navigation systems. Expertise in performance optimization and mobile building for WebGL, iOS, Android, and Switch.
- **Development Tools:** Skilled in source control using Git, debugging, performance profiling, and fixing bugs.
- **Advanced Techniques:** Experienced in specialized game mechanics like hexagon grid systems and object pooling, managing card data, and Scriptable Objects. Proficient in serializing and deserializing JSON data. I also know how to use reflection, and have knowledge of graphic programming and shader writing, Understanding of 3D graphics concepts (meshes, materials, shaders, lighting)
- **Game Development Cycle:** Experienced in game prototyping, architecture, and playtesting. Familiar with Agile and Scrum methodologies, utilizing tools like Jira, and Miro for project management.
- **Mathematics & Algorithms:** Good 3D math / geometry skills, Vector math. Pathfinding and understanding of recursive algorithms. Solid experience with object-oriented programming concepts and design patterns for modular and reusable code.

REFERENCES

Manesh Mistry
CTO
ustwo games
manesh@ustwo.com

Matthew Atkins
Mentor and Senior Programmer
ustwo games
matkins@ustwo.com

Ignacio Puccini
Lead Programmer
ustwo games
ignacio.puccini@ustwo.com

EDUCATION

Unity Creative Core Pathways
June 2024 - today

Learning shader programming, lighting, materials, post-processing, animation.

Unity Junior Programmer Pathways
May 2022 - **May 2023**

Completed the Mission and Assessment in the Unity Junior Programmer Pathways on Unity Learn. Successfully passed Unity certification exam.

Udemy
Nov 2019- **Feb 2023**

A lot of courses: C# Unity Game Developer 2D, C# Advanced Topics, C# Intermediate: Classes, Interfaces and OOP, Math For Video Games, Complete C# Masterclass, Programming for Beginners in C#, etc.

MA Journalism
Saint-Petersburg State University

June, 2005- 2010

**Eligible to work in the UK
without sponsorship**

CONTACTS

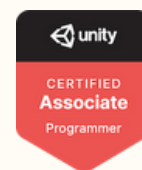
- [linkedin.com/in/olesia-zaidman](https://www.linkedin.com/in/olesia-zaidman)
- olesia.zaidman@gmail.com
- www.olesyazaidman.com
- [youtube](https://www.youtube.com)
- [Git](#)
- [London, UK](#)

SOFT SKILLS

Problem solving mindset | Natural in Asking Questions | Communication | Critical thinking | Curiosity | Creative vision | Motivation to learn | Collaboration | Patience | Focus | Positivity | Persistence | Teamwork | Emotional Intelligence

- C#
- Unity Engine
- Debugging
- Bug Fixing
- Gameplay Programming
- Game prototyping
- UI Programming (UI Toolkit & uGui)
- Object-Oriented Programming
- Physical control systems
- Source control
- Shader-scripting (Shaderlab)
- Unity Editor Tools Scripting
- Adaptive design programming
- Game Development Cycle

[CLICK HERE FOR MY PERSONALGAME PORTFOLIO](#)



CAREER PATH

WORK EXPERIENCE IN GAMES



Programming Intern

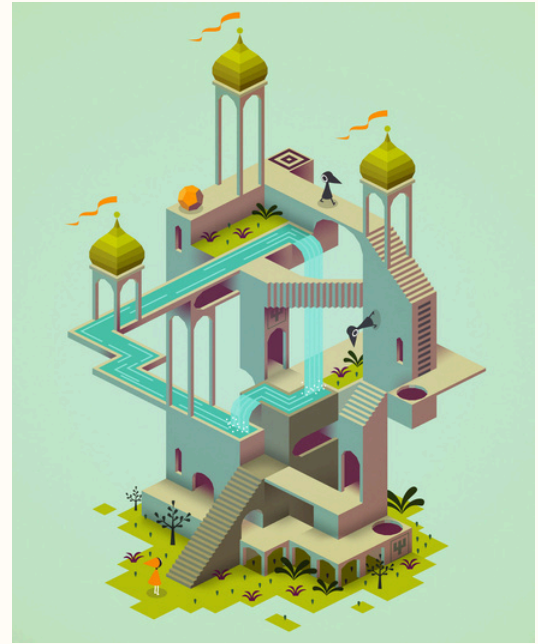
ustwo games

Sep 2023 to Jun 2024, London

Completed a 9-month programming internship at ustwo games, renowned for the BAFTA Games award-winning Monument Valley.

I contributed to major projects and was deeply involved in game prototyping. This is how my game development skills have leveled up:

- **Code Architecture:** Enhanced understanding of **code architecture**, fostering structured and efficient development with improved **code planning**.
- **Coding Techniques:** Mastered modular and object-oriented programming to enhance project scalability and worked with pathfinding and recursive algorithms.
- **Bug Fixing:** I worked closely with all team members in fixing bugs. It involved finding solution for **audio bugs** with Wwise, **graphic glitches**, **materials and shaders**, **cloud save**, **tools** and use of **reflection**.
- **Advanced Techniques:** Developed expertise in creating grid board systems, including hexagonal layouts and card data management, as well as building pathfinding systems.
- **Game Development Cycle:** Participated in all code production phases, from coding to QA testing, iteration, and bug fixing. I learned how everything operates - from workflow and responsibilities to how different teams work on a game, phases of game development: production stages and milestones, playtesting processes. I actively contributed to the brainstorming process.
- **Key Achievement:** Contributed to **integrating the new Unity input system** into a large-scale project by project by **rewriting old Input scripts with new ones**, including using Enhanced Touch.
- **Level Design:** Acquired the skill to view and understand coding through the lens of a game designer, enhancing my ability to design game levels and prototype effectively.
- **Playtesting:** Contributed valuable feedback through active playtesting, pushing game quality further.
- **Agile Adaptability:** I learned about working in sprints. Became more adaptable and effective in agile environments.



Indie Games Programming

Sep 2022 to September 2023, London

I've been prototyping and developing minigames for my portfolio: 'Don't Litter Here', 'Nectar Journey', 'Bluebinbell: In search of Goddo', and other minigame prototypes. I cover this experience in more detail on the next page.



PERSONAL PROJECTS BEFORE INTERNSHIP IN 2023:

Created Games based on skills learned through online courses:

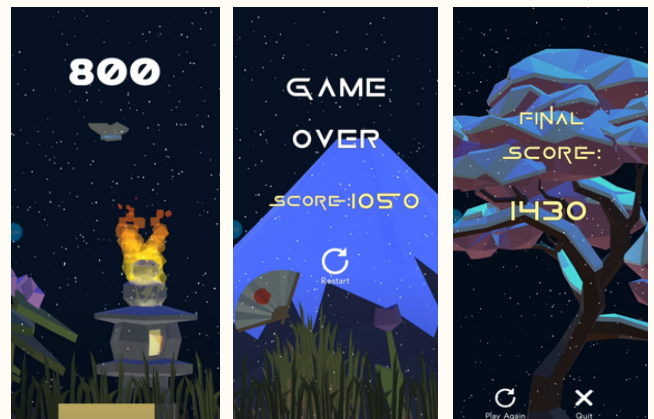
- [Bluebinbell: In search of Goddo](#) - Created a 2D platformer game where I used Tilemapping for building levels, Cinemachine, Input system, and 2D animations for running, fighting, jumping, and climbing characters and enemies states, audio Data persistence and Player Prefs, collectibles & shooting bullets, etc. [Source code](#) | [GamePlay](#) | [Game](#)



- [Don't Litter Here!](#) - Created a 3D game that incorporates the principles of Object-oriented programming: Abstraction, Encapsulation, Inheritance, and Polymorphism. For example, Inheritance is used for different types of object Spawners. I also used in the game Object Pooling, Day/Night Cycle, Profiler for game performance, Post-Processing Volume, Mixamo Animation, PlayerData, AudioData persistence, Score leaderboard, Serializing, and Deserializing JSON Data, etc. [Source code](#) | [GamePlay](#) | [Game](#)

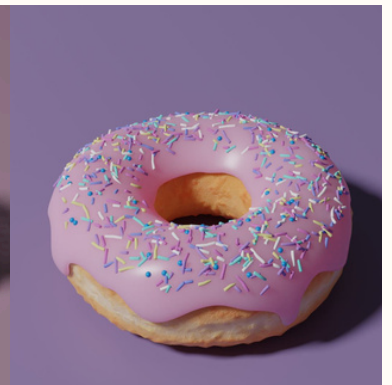
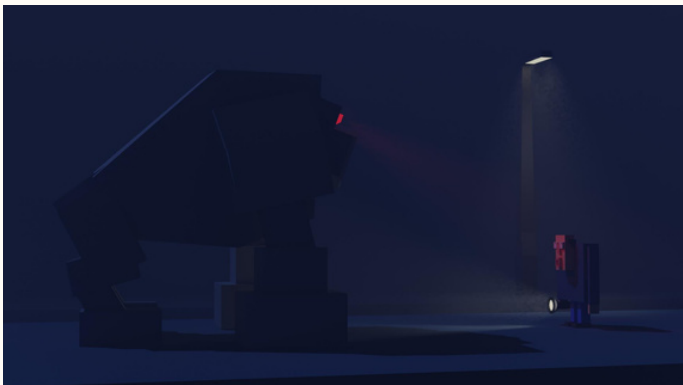


- [Nectar Journey](#)- A mini 3D mobile game created in less than 2 weeks. I used arrays for an infinite obstacle runner-spawner, Particle Collision and Particle Animation, Unity Events, Singletons, Swipe & Touch Controller, Animated Scene Transitions, etc. [Source code](#) | [GamePlay](#) | [Game](#)



3D BLENDER WORKS

I did some lessons on 3D design and work with Blender to improve my understanding of 3D artists side of work.



PREVIOUS WORK EXPERIENCE **BEFORE GAMES**



Digital Marketing and SEO-Manager **WellDone Software Solutions Ltd.**

Jul 2019 to Nov 2019, Tel Aviv

Marketing in media relations, including social media in order to support business objectives and lead acquisition. I drove competitive analysis and market research, boost website enhancements and SEO improvements.



Chief Editor

Buro

November 2016 to June 2017, Moscow

- Teamwork and collaborating with internal teams globally across design, marketing, legal, developers, and sales.
- Establishing and managing client relationships with brands and agencies: Nike, Apple, Louis Vuitton, Chanel, etc.
- Creating an online media relaunching plan: new brand voice and new media concept, new website roadmap, new UX, design, and content enhancements. Creating new content strategy. Establishing and managing content workflow and lifecycle. Analyzing and conducting research on media competitors.
- Product team management and team reconstruction.
- A/B design and content testing. SEO data analysis from Google Analytics, Ahrefs, SEMRush, and Similarweb, and building reports.
- Presentation support for sales and marketing teams.



Editor, Journalist, Creative management

Conde Nast, Wonderzine, Afisha, Moscow TV-Chanel, and other online media

November 2013 to June 2016, Moscow

- Strict Deadline Content Production: Writing and editing multiple stories daily, along with creating compelling visual content. Creative direction of video and photo production.
- Creative campaigns and partnership work with brands like Nike, L'Oreal, Adidas, Weleda, etc.
- Social Media Marketing, Influencers Marketing, Email Marketing.
- Scriptwriting



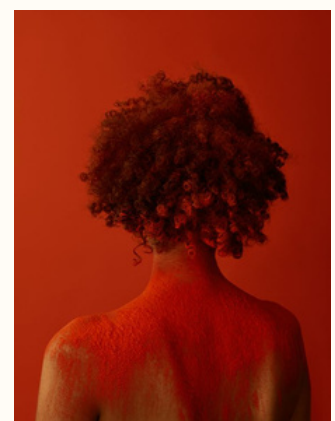
PR and event manager

PR and advertising agencies: Ogilvy, Modul Pro, Positive Communications

2008 to 2013, Saint Petersburg & Moscow

- Event and account manager role. Event planning, briefing documents. Delivering events on short timescales. Onsite event production solutions, managing technical suppliers. Up to 400 guests logistics.
- Work with client feedback. Sell presentations for clients (Suzuki, BMW, Philips, Sanofi). Meeting with clients, proposal creation, and costings.

Examples of Visual Works Under My Creative Direction



CAREER LIFE PATH


Master in Journalism
Saint-Petersburg State
University
2005



Main skills: art, literature, writing



Events & PR: conferences,
opening ceremonies, concerts
Saint Petersburg
2008-2013

Main skills: budgeting, organizational skills,
problem-solving, discipline, logistics, and
presentation.



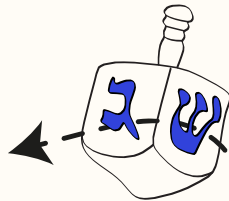
Online-publishing Industry Journalist,
editor, work with brands
Moscow
2013-2017



Main skills: teamwork, storytelling & story
development, creative content creation, SEO
optimization, native advertising, text editing,
investigative journalism, work with sources,
writing, content planning, an eye for design,
scriptwriting, data analysis



Digital marketing, SEO-
optimization, content
marketing
Tel Aviv
2019

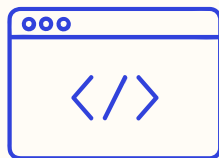
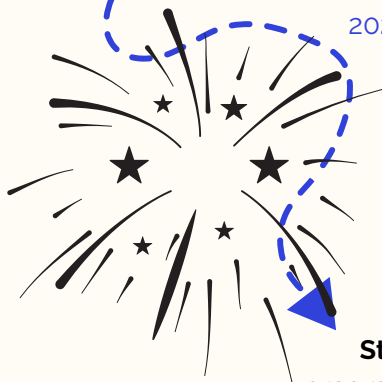


Learning Hebrew
Tel Aviv
2017-2021



Main skills: Hebrew, emotional intellect,
reinventing and founding a new career
path, content writing in English, SEO-
marketing

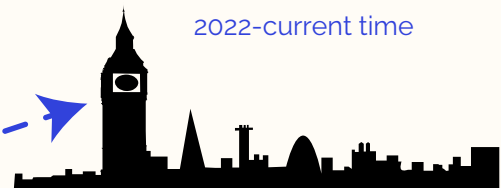
New Career Path
2020 - current time



Studing Game design, C#
programming, Unity programming
2020 - current time



Unity Junior Programmer
London
2022-current time



Main skills: C# Programming, Code
Optimization, Gameplay Programming,
Unity Engine, Object-Oriented,
Programming, Game prototyping, Bug
Fixing, Game Development Cycle

COVER LETTER

I am Olesia Zaidman, a self-taught **Certified Junior Unity Game Programmer** and **C# Developer** based in **London**, and my journey into the world of game development has been far from conventional.

Having worked as a journalist and editor in digital media abroad, I bring a unique perspective to game development. Work in digital media has instilled in me the patience, understanding of user experience, data-driven decision-making, and collaboration skills required to thrive in extensive teams. Discipline, deadline management, organizational abilities, and the skill to think quickly and out of the box are all part of the experience I gained. My media background has also sharpened my strong sense of storytelling and aesthetics.

My thirst for knowledge is my driving force. Over the past three years, I have dedicated myself to expanding my skill set in game development, making a complete career shift. I have immersed myself in Unity and C# programming, and mathematics.

I have a passion for creating things, solving problems, and programming, which offers endless possibilities to build things from imagination. I love games as a form of interactive entertainment, and I firmly believe that combining captivating storytelling, art, sharp game design, and high performance is the bedrock for immersive gaming experiences.

With a diverse background spanning residency in three countries and fluency in multiple languages, I believe cultural exchange sparks great ideas, shaping my understanding of human behavior and preferences. Valuing emotional intelligence, I recognize its role in effective communication in creating great products as a team. As an advocate for women's empowerment in the gaming industry, I actively support inclusivity and diversity.

I offer my technical expertise and creative background as a strong candidate for the **Junior Unity Developer role**. Please find my CV attached for further details. I am available for remote work and encourage you to explore my games portfolio on my website www.olesyazaidman.com.

Thank you for considering my application. I am genuinely excited about the opportunity to contribute to the game industry and eagerly await the possibility of working together.

Sincerely,
Olesia Zaidman
she/her