

# OLEZIA ZAIDMAN

TECHNICAL ARTIST [UNITY / UNREAL]  
GAMEPLAY SOFTWARE ENGINEER [C# UNITY]



## SUMMARY

- Started my professional journey in games as a programming intern at ustwo games, where I worked on a new sequel of the BAFTA-winning Monument Valley.
- Continued my journey as a Technical Artist at one of the largest mobile gaming companies Tripledot Studios
- 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 that have a positive social impact.
- Based in London. Also open to remote work.

## 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

## TECHNICAL SKILLS

### EXPERT



Unity | C# | Object-Oriented Programming | Design Patterns | Scriptable Objects | Object Pooling | Game Prototyping and Playtesting | Game Development Cycle | Debugging | Bug Fixing | Performance Optimization and Profiling | Source Control (Git) | 3D Math/Geometry Skills | Vector Math | 3D Graphics Concepts (Meshes, Materials, Shaders, Lighting) | Grid Systems (incl. Hexagon) | Unity Input Systems | Physical Control Systems | Serializing and Deserializing JSON Data | Asset Bundles | Managing Data | Building for Desktop, iOS, Android, Switch, WebGL | Agile and Scrum Methodologies | Jira, Miro, Figma

### INTERMEDIATE



UI Programming (UI Toolkit & uGui) | Adaptive Design Programming | Unity Editor Tools Scripting | Gameplay Programming | 2D & 3D Animation | Shaders and Materials (Shader Graph in Unity and Material Editor in Unreal) | VFX | Graphic Programming and Render Optimization | Post-processing | Lighting | Tools for Tech-Art | Game Server Configurations and LiveOps Events for Real-Time Game Operations

### BEGINNER



Unreal | Blueprints | C++ | Shader Scripting (Shaderlab) | Raymarching | Pathfinding and Recursive Algorithms | Procedural Animation | Blender | Photoshop | Rigging

## REFERENCES

### Manesh Mistry

Head of Engineering  
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 & Udemy

June 2024 - today  
Learning shader programming, lighting, materials, post-processing, animation. Courses: Learn to Write Unity Compute Shaders

### 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

## CONTACTS

 [linkedin.com/in/olesia-zaidman](https://www.linkedin.com/in/olesia-zaidman)

 [olesia.zaidman@gmail.com](mailto:olesia.zaidman@gmail.com)

 [www.olesyazaidman.com](http://www.olesyazaidman.com)

 [youtube](https://www.youtube.com)

 [Git](https://git.com)

 [London, UK](#)

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

# WORK EXPERIENCE

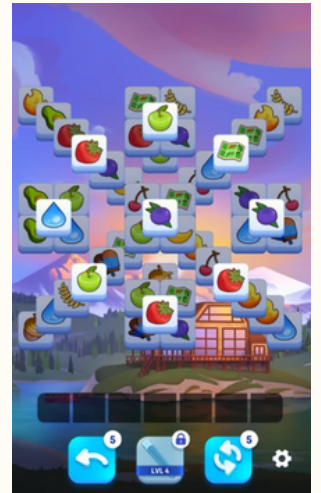


## Technical Artist

### Tripledote Studios

Aug 2024 to present, London

- Extensive work on custom shaders, animation, UI development, particle systems, and VFX.
- Focused on rendering optimization and bug fixing.
- C# scripting for various game systems and features.
- Managed game server configurations and LiveOps events for real-time game operations.
- Collaborated with a large team using source control (Git) to streamline development processes.



## Programming Intern

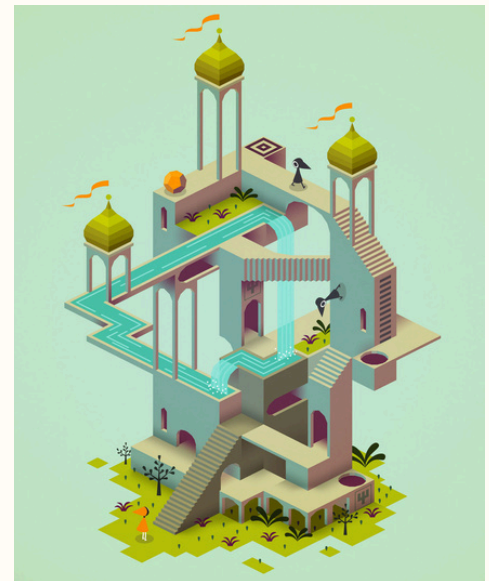
### ustwo games

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.



## unity Indie Games Programmer and Generalist

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:

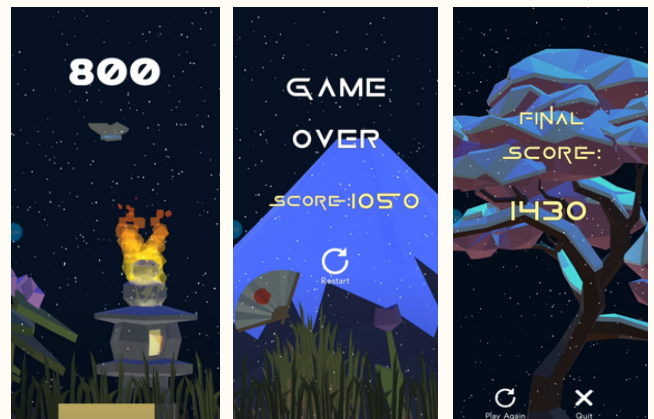
- [Bluebinbell: In search of Goddo](#) - Created a 2D platformer game where I used Tilemapping for building levels, Cinemachine, Input system, and 2D animations for running, fighting, jumping, and climbing characters and enemies states, audio Data persistence and Player Prefs, collectibles & shooting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



[CLICK HERE FOR MY PERSONALGAME PORTFOLIO](#)

## 3D BLENDER WORKS

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

