ALI ZEYNALOV

EMAIL: ALI@ZEYNALOV.COM, PHONE: (650) 430-3841, BELMONT CA

SUMMARY

Recently graduated programmer with passion for developing video games. Have experience working in a team environment or working independently as well as working remotely. Ability to think quickly and effectively. Have strong analytical, critical thinking, problem solving, and organizational skills. Focused on efficiency, quality, and delivering features in time. Strong language and communication skills in English and Russian.

SKILLS

Programming: C/C++, JavaScript, Java, Python, HTML, CSS, MARS Assembly.

Experience with Tools/Software: Unreal Engine 4, Phaser 2, Git, GitHub, Bitbucket, Jira, Prometheus, Grafana, IntelliJ IDEA/CLion, Visual Studio, Microsoft Office, Adobe Illustrator, Adobe Photoshop, Adobe Dreamweaver, Confluence, Construct 3, Android SDK.

PROJECTS

DEC. 2019 – JUN. 2020 — GAME DESIGNER /GAMEPLAY PROGRAMMER FOR GAME KIDGILANTES

- Worked in an agile environment, taking responsibility for organizing and planning my own work
- Collaboratively worked with the rest of team on active iteration of gameplay mechanics
- Designed and implemented gameplay systems and interactions using Unreal Engine 4
- Integrated assets into the game, and created simple modular assets for Level Designers to make level creation simplistic

MAY. 2019 – JUN. 2019 — GAMEPLAY PROGRAMMER FOR GAME LITTLE EMBER

- Worked closely with Art Designer and Sound Designer on design decisions and iterations of gameplay mechanics
- Created a modular system to make level creation quick and simple using JavaScript framework Phaser 2

WORK EXPERIENCE

JUL. 2018 – SEP. 2018 — SOFTWARE ENGINEER INTERNSHIP AT RAKUTEN MARKETING

- Worked together with the rest of development team in an agile environment
- Implemented ways of monitoring of backend infrastructure: Java based applications, Cassandra database, and Nginx load balancer

MAR. 2018 — GAME TESTER AT PLAYSTATION

- Tested and documented bugs of the game *God of War* passing it over to the development team
- Provided feedback on the game's aesthetics and mechanics

DEC. 2014 – JUL. 2018 — MOBILE AD TESTER AT LIFESTREET MEDIA

- Tested mobile AD performance on different iOS/Android platforms of social and gaming applications
- Documented the ADs of interest and added them into the database

EDUCATION

AUG. 2018 – JUN. 2020 — UC SANTA CRUZ, CA

- B.S. Computer Science: Game Design
- Was involved in multiple Game Development projects:
  - Kidgilantes – game made in Unreal Engine 4
    - Design Innovation Award
    - Capstone Production Award
  - 10,000 Light Years – sci-fi themed board game
  - Little Ember – game made using JavaScript framework, Phaser 2

AUG. 2012 – MAY. 2016 — COLLEGE OF SAN MATEO, CA

- Associate Degree in Computer Science