

Andrey A. Ugolnik

I create cross-platform games

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EXPERIENCE

Wild Spike, Belarus — *Game developer*

Feb 2018 - PRESENT

Homemade C++ 2D game engine for iOS, tvOS, Android, Android TV, Linux, macOS, Windows, and Web. Games for mobile, TV, and Web platforms.

Synesis, Belarus — *Game developer*

Mar 2015 - Jan 2018

Cross-platform game engine for iOS, tvOS, Android, Android TV, macOS, Windows. Many hyper-casual games for different platforms. Porting Tower Defense flash-game to the C++ homemade game engine for iOS and Android.

Melsoft, Belarus — *Game developer*

Feb 2011 - Mar 2012

Tower defense game for iOS - Toy Defense.

EDUCATION

Military Academy of Belarus

Aug 1992 - Feb 1996

PROJECTS

Worms Zone — *iOS, tvOS, Android, Android TV, Web*

Cubic Tower — *iOS, tvOS, Android, Android TV, Web*

Toy Defense — *iOS*

Kingdom of Seven Seals — *macOS, Linux, Windows*

Between the Worlds — *macOS, Linux, Windows*

SKILLS

25+ years in gamedev

Language: C++

Platforms: iOS, tvOS, Android, Android TV, Linux, macOS, Windows, Web

OpenGL / GL ES, OpenAL / OpenSL

Cross-platform 2D game engine

Console + bash, VIM as IDE, git as VCS

AWARDS

OK Instant Games Cup 2018
second place

LANGUAGES

Russian, English