

# Vladimir Oreshkov

Software Engineer (Stockholm)

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**Portfolio:** <https://codeberg.org/voresh>

Languages: English (professional working proficiency)

I'm a curious and constantly learning developer who enjoys exploring how things work. I value problem solving and approach challenges with an engineering mindset, focusing on practical, concise and efficient solutions. I'm highly autonomous, capable of driving features from idea to implementation.

## Skills

C/C++, C#, GLSL/HLSL, OpenGL API, Assembly (x64/6502), Windows API/Xlib, Android NDK, Unity/Unreal, Git, Jenkins, TeamCity, GitHub Actions, Multiplayer development, Graphics programming, Tools development

## Work Experience

**Shared Tech Developer** (MAG Interactive, October 2022 — Present)

Working in the Core team, providing shared tech and tools for game teams. Worked on Roslyn analyzers which helped to maintain consistent coding practices.

**Indie Developer** (Self Employed, February 2022 — October 2022)

Created a mobile action RPG with procedural generation. Developed custom image post-processing from scratch. Implemented complex AI for units using behaviour trees.

**Tech-lead** (GDCompany, December 2018 — February 2022)

Led multiplayer development for two mobile action games. Worked extensively on prediction, lag compensation, delta compression, and traffic optimization.

**Developer, Team-lead** (Ambidexter, August 2017 — December 2018)

Worked on the client and server parts of a mobile MMORPG. Ported the game from iOS to Android and integrated ARCore. Designed and implemented remote assets pipeline.

## Education

Bachelor of Applied Informatics - National Research University of Electronic Technology (MIET)