

# Alexander Mastryukov

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[Game Portfolio](#)



[GitHub](#)



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A passionate and experienced independent game developer/engineer with a wide breadth of knowledge in numerous facets of game creation including game production, design, 2D & 3D art, sound design and project management. Directed and helped develop over 10 games in teams and alone for various platforms.

## Technical Skills

Languages: C# (3+ years), C++, JavaScript, Java, Python, SQL

Technologies: Unity (2D, 3D, AR), UE4 (Blueprints, VR), Git, Photoshop, FL Studio, Audacity, Blender

Other: Experience working in and leading groups of 4-6 people to create game projects

## Project Highlights (10+)

Battle Merge (Unity 2D, Android & iOS) (2020) – *Mastryukov Games*

- Designed and developed a 2D block puzzle game with incremental elements for mobile platforms
- Created development tools: runtime data loading (JSON), save file system, performance optimization, GPGS integration, localization system and dynamic game balance

STASIS (Unreal Engine 4, PC) (2019) – *Personal Project (Ludum Dare 46)*

- Worked with another developer to create a short AAA-quality FPS horror puzzle-adventure experience
- Designed map layout & puzzles, created models, textures and voice lines for the antagonist as well as the release trailer available here: <https://www.youtube.com/watch?v=GuJV9mzg5qq>
- Game received 8<sup>th</sup> place in Mood category and 158<sup>th</sup> in the Overall category out of ~5000 entries

## Work Experience

Game Developer [Wild SanctuARy] (Unity 3D, Android & iOS) (2019) – *Dibs Studio, Toronto ON*

- Developed two mobile-optimized AR minigames under a strict two-week deadline alone
- Worked in a team of 5 to develop a multiplayer social AR experience using a private build of the Niantic AR game platform for Unity. Developed bamboo minigame & optimized animal befriending minigame
- Worked closely with UX & UI team to integrate designs and optimize mobile UI performance

Incident Response Analyst – *PhishLabs (formerly BrandProtect), Mississauga ON*

- Managed 100+ daily phishing and ID theft reports for Fortune 500 clients
- Manually analyzed website code to identify vulnerabilities and mitigate 1000+ phishing attacks
- Contacted ISPs, registrars, and website owners to hasten attack mitigation

## Education

University of Toronto (2014 – 2021) – *(BSc) Computer Science, Forensic Science, Philosophy*

## Favorite Games

CS:GO, Valorant, Dota 2, TF2, GMod, Pavlov VR, HL: Alyx, RimWorld, Fallout NV & 4, Skyrim, Oni