

Iaroslav Titov

+1-510-220-1227
iaroslav.titov@gmail.com
Portfolio: iaroslavtitov.com

Key Skills

- C#
- Unity
- .NET Core
- SQL
- ASP.NET Core
- Azure
- Java
- Unreal
- C++
- MongoDB
- MySQL
- PHP
- JavaScript
- HTML
- CSS
- WPF
- Android
- Computer vision
- Augmented Reality
- Virtual Reality
- Math & Physics
- 3D Modeling
- Node.js
- Adobe Photoshop
- Adobe Illustrator

Languages

English: Proficient

Russian: Native

Ukrainian: Native

Japanese: Intermediate

Experience

RizePoint, *Backend Developer*, March 2020 - now

- Reworking legacy backend to support TLS 1.3 and other modern security protocols
- C#, Visual Basic, ASP, ASP.NET MVC, TypeScript

Pointe Pest Control, *Cloud Developer*, January 2020 – March 2020

- Created a cloud service that generates sales leads amounting to extra \$100,000 per year for the company
- C#, .NET Core, Azure Functions, Azure Storage

Capstone Project, *Developer*, September 2019 – January 2020

- Created an AR/Computer Vision app that recognizes self-made 2D codes and inserts various imagery, loading the data from my own website through an API
- Achieved first place at Capstone Project Invitational
- Created and hosted radicalgate.com as interface

DolpGames (Indie Team), *Game Programmer*, 2016 – present

- Produced and programmed over 15 various video games, mostly using Unity engine, including first person shooters, world generation and simulation games, arcades, clickers, runners
- Deployed games for PC, Android, Web; published to Steam, Google Play; implemented Steamworks, Google Play Game Services, AdMob, Twitter, Tapjoy
- Lead teams of up to 5 people; artists, programmers, modelers

Part-time Customer Service Jobs, 2016 – present

- Working my way through college as a cashier and now a cook
- Managing a small store, leading a team of ~10 employees

Education

Neumont College of Computer Science, *Bachelor of Science in Software and Game Development*, August 2020

- Algorithms and Data Structures II
- Artificial Intelligence
- C++ Programming II
- Interactive Web Development