Mikhail Baryshev

Game Designer and Programmer   15-Sep-16

http://mbaryshev.com - mikhail@mbaryshev.com

Skills	
Experience in programing: C++, Java, C#, Haskell, Pascal, Delphi, Assembly	
Game design: Excel, board/tabletop games, videogames	
First programmed PC 15 years ago	
Played videogames for 18 years (PC, console, mobile)	
Fluent in English and in Russian	

Work Experience		
NCSoft, Iron Tiger, Software Engineer		Dec 2015 - Now
Undergraduate Teaching Assistant - UBC		
CPSC 261 (Basics of Computer Systems)		Jan 2014 – Apr 2014
CPSC 213 (Introduction to Computer Systems)		Jan 2013 – Apr 2013
Undergraduate Teaching Assistant - UBCO		
ECON 205 (Intermediate Macroeconomic Analysis)		Jan 2012 – Apr 2012
COSC 111 (Computer Programming I)		Sep 2011 – Dec 2011
UBCO Work Learn Program – Website developer (CMS)		30 Sep 2011 – 01 May 2012

Projects		
Replay	Team of 4, 3D Unity game	
Reap My Soul	Individual, 2D Java/C++ game	
Because Concussion	Team of 4, 2D Unity game	
Abstractly	Team of 5, Web-based GWT Java game	

Awards & Memberships		
Imagine Cup 2016 US Finalist (Replay)		Mar 2016
Academic Award of Excellence 2014		26 May 2014
Awarded by the Department of Computer Science of the UBC		
Golden Key International Honour Society, member		since 22 Oct 2012
2nd Year Computer Science Award for outstanding academic achievement		23 Apr 2012
Computer Science, Mathematics, Physics and Statistics Academic Unit at UBCO		
Silver Medal for Academic Success		Jul 2009
Awarded by Krasnoyarsk Gimnasia #1 Univers (high school)		

Education		
The University of California, Santa Cruz, USA		Sep 2014 – Aug 2015
MS in Games and Playable Media		
The University of British Columbia, Canada		Sep 2010 – May 2014
BA with double major in Computer Science and Economics		
Diploma Awarded (Class I)		
Krasnoyarsk Gimnasia #1 Univers, Russia		Sep 2008 – May 2010
International Baccalaureate Diploma Programme (IBDP)		
Diploma Awarded		

Extracurricular Activities		
UBCO Learning Exchange Lego (R) MINDSTORM, volunteer		Sep 2010 – May 2012

Interests and Hobbies	
Informational technology and high-tech, games (from tabletop and trading cards to all theory that surrounds games), mathematical and economic models, gardening, cats.	