

VALERY SHORINOV

PROFILE AND GOALS

I have spent the past three years experimenting and developing on iOS and PC platforms, both utility and entertainment products. While my education was specifically in games technology, going forward I endeavour to expose myself to a range of platforms and genres. It is my goal to become not only proficient, but also an expert in each area with the knowledge to train and educate others looking to become the same.

SKILLS

LANGUAGES AND FRAMEWORKS

- Cocoa Touch
- Objective-C 2.0
- UnrealScript
- C/C++
- Java

TOOLS

- Xcode 4+
- UDK
- Visual Studio 2010
- Adobe CS5: Photoshop, Illustrator, Premiere Pro, Audition
- Git, SVN
- Redmine, Pivotal Tracker, Jira/Confluence.

EXPERIENCE IN IT

APPS

EMERGENCY AUS (2012)

While working for Gridstone in 2012, I was lucky to be the solo iOS developer for a major project; *Emergency AUS*. This project involved incorporating national emergency data which is provided by *RIPE Intelligence*. I worked closely with the android developer to provide a unique experience for users, while having same functionality and style, but still adhering to each devices paradigms. This project was one of Gridstones largest, with expectations to go national in the future, with a feature & wish list ever expanding. This app was designed to revolutionaries the emergency agencies in Australia and the use of mobile devices, check it out at - <https://itunes.apple.com/us/app/emergency-aus/id567636545?ls=1&mt=8>

THE TRICK LIST (2011 - PRESENT)

As I have an extensive background in competitive gymnastics, I decided to combine these skills with my software development, producing a free-to-download app that contains video tutorials for common and uncommon gymnastics techniques. The app has managed to capture a strong following within its niche market, and have since successfully incorporated paid downloadable content, well-received by users. The app currently has a rating of 4.5 stars in the Australian iTunes App Store, and has in excess of 60k downloads in its 2 year lifetime.

CFA FIREREDDY (2011-2012)

My main role as an IOS Developer for Gridstone when I joined was to take over their main app *CFA FireReady*. The first priority was to document and profile the entire project. While

documenting, recommendations were required of possible improvements and changes. In conclusion a major re-write was recommended, which was approved agilely, meaning as new features were incorporated, entire classes and design patterns were rewritten. It was a huge success, providing the company with heaps of publicity and winning various awards. - <http://gridstone.com.au/work/cfa-fireready>

AWARDS

2011

- **CFA Fireready** - Consumer app of the Year for Mobile Monday Australia (Melbourne)

2012

- **Emergency AUS** - App of the Year for Mobile Monday Australia (Melbourne)
- **Emergency AUS** - Winner of Australian Mobile Awards
- **Emergency AUS** - Technological Innovator Award for Amazon Web services CLOUD WARRIOR AWARD

2013

- **Emergency AUS** - Finalist of iAwards Australia
- **Emergency AUS** - VIC State iAwards winner
- **Emergency AUS** - Finalist of Premier's Awards for Open Data

EMPLOYMENT

IOS DEVELOPER (GRIDSTONE 2012 - PRESENT)

www.gridstone.com.au

After being contracted by Naturally Being (now Gridstone) for two months, I was offered a full time position to join their A class team. During my time with Gridstone, I have gained plenty of experience working with multiple projects simultaneously, juggling up to 3 projects at a time. This experience has also taught me a lot about picking up a project mid development and adapting to it quickly in order to meet deadlines. Plenty of interaction with clients was also involved in this position, allowing me to experience all sides of software development. A major benefit working with Gridstone was the respect shown to all developers, we were given a chance to be heard, by being involved in the entire project lifecycle, from proof of concept, to scoping, to design, to development, to final deliverable.

IOS CONTRACTOR (DECEMBER 2011 - JANUARY 2012)

Just before Christmas 2011, I was contract by Naturally Being to analyse and document the source for an existing large iOS project. Upon the completion of the analysis, my role changed to iterating through the analysis, improving the structure and efficiency of the source, while integrating new features and actioning change requests.

The majority of this role is performed from home, using mobile phones and Skype to correspond with colleagues. As a contractor, my hours are entirely flexible, though I rarely work outside of the regular business hours of 9am to 5pm.

IOS DEVELOPER (PUB GAMES, 2010 - DECEMBER 2011)

<http://www.pubgames.net.au>

I was involved with a team within Pub Games designing and documenting a new iOS game to be built using UDK mobile. The project has subsequently received funding and has since begun development. I am still involved in design discussions for the project, while not actively involved in its continuing development. I also provided motion capture acrobatics for another unrelated UDK game for Pub Games.

DEVELOPER (SWINBURNE UNIVERSITY OF TECHNOLOGY, 2010)

As part of the final year of university, I was involved in a year-long project for an external client. The brief was to produce a working prototype of a multiplayer arena first-person shooter game based on the client's existing intellectual property. This represented the first extended computer science project that I had been involved in. While the project was technically a success, I, as well as the rest of the team, learnt a great deal about project management, sharing a codebase and working to milestones. For the first half the year, I assumed the role of project leader, while I spent the second half of the year as the designated client liaison.

OTHER EMPLOYMENT

COACH (GYMNASTICS UNLIMITED, 2004 - PRESENT)

Responsibilities include:

- Supervising, mentoring and training coaches.
- Running gymnastics classes for children (1-18 years) and adults.
- Administration and website maintenance.

EDUCATION

Swinburne University of Technology, Hawthorn — Bachelor of Multimedia (Games & Interactivity)/Bachelor of Science (Computer Science & Software Engineering), 2007-2011

KEY TOPICS COVERED

- Languages: C/C++, Java, UnrealScript, Python, HTML/CSS, Javascript, ActionScript 2.0.
- Tools: SVN; Visual Studio; Eclipse; Code::Blocks; Redmine; Mantis; Adobe CS2 and CS3: Photoshop, Illustrator, Flash, Audition and Premiere Pro.
- Interactive narratives.
- Physics and engineering maths, with a focus on games.
- Networking (CCNA 1+2, 2010), with additional focus on games.
- Software project management and planning.
- Usability and interface prototyping and design.

REFEREES

Mr. Clinton Woodward (Lecturer and convenor, Swinburne University of Technology)

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