



Ing. Stanislav Sinai

UNREAL ENGINE GAMEPLAY DEVELOPER

Details

Dvorkinova 4, Košice, 04022, Slovakia
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sinai.stanislav@gmail.com

Skills

Ability to Work in a Team

Communication Skills

Fast Learner

Adaptability

Ability to Work Under Pressure

Programming

Software Troubleshooting

Languages

English (C1)

Slovak (Native)

Hobbies

- Video games
- Home education
- Self-learning new features in Unreal Engine
- working on own game www.sindra-games.eu (WIP)
- Swimming

Profile

Experienced Unreal Engine Gameplay Developer adept in bringing forth expertise in all phases of software lifecycle. A creative thinker with the ability to break down issues into the smallest possible units that can be solved independently. My skills and positive attitude equip me to excel in any environment & project.

Employment History

Independent Game Developer — Unreal Engine 5.4.4

- Cardrottini - hype-powered hobby project release on steam
 - <https://store.steampowered.com/app/3723480/Cardrottini/>
- Started from scratch, GDD, prototype, final game written in C++
- Steam Online Services - Stats, Achievements, Invites, Sessions

UE5 game developer GamesFarm.s.r.o., Košice

AUGUST 2023 — NOW

- Outsourced to Claymore Games: Commandos Origins
- OSS - EOS: Invites, Kick, Block, VoiceChat, UniqueNetIds
- UE GAS:
 - Implementing and enhancing abilities client/server
 - Enhancing clients ability prediction
 - Queue-ing of abilities when next ability must wait till previous is properly ended
- Rework of whole overhead UI with modular & scalable design
- Sync client/server via RPC and replication
- Consoles: XR and TRC implementation
- Managing internal DevOps (Jenkins, TeamCity, and more)

Java Software Developer at NetCore j.s.a., Košice

JANUARY 2019 — JULY 2023

- Implementation of network device specifications and drivers
- Implementation of algorithms for dynamic discovery and backup of the device regardless of vendor/model
- Interactive communication with devices via CLI (state machines)
- Collecting specific data required by discovery/backup processes
- Telnet/SSH communication with the network devices
- Java 8, Spring, Docker and deep knowledge of networking
- Agile methodology

ICT Administrator III at Deutsche Telekom IT Solutions Slovakia, Košice

JUNE 2014 — DECEMBER 2018

- Delivered services to customer locations within specific time-frames
- Cisco/Juniper LAN technologies - Routing and Switching
- Configurations and maintenance of the customers devices
- Helpdesk ticket/incident support
- Worked flexible hours across night, weekend and holiday shifts

Education

Master Degree, Technical University of Košice, Košice

SEPTEMBER 2015 — MAY 2020