



# Olesia Zaidman

Technical Artist [UNITY / UNREAL]  
Gameplay Programmer [C# UNITY]  
Unity Generalist

## CONTACT

-  [linkedin.com/in/olesia-zaidman](https://www.linkedin.com/in/olesia-zaidman)
-  [olesia.zaidman@gmail.com](mailto:olesia.zaidman@gmail.com)
-  [www.olesyazaidman.com](http://www.olesyazaidman.com)
-  [youtube](https://www.youtube.com/)
-  [Git](https://github.com/)
-  London, UK

## SOFT SKILLS

Problem solving mindset | Natural in Asking Questions | Communication | Critical thinking | Humor | Curiosity | Creative vision | Motivation to learn | Collaboration | Patience | Focus | Positivity | Persistence | Teamwork | Emotional Intelligence | Proactive in Ideas and Improvements

- My journey in game development began at ustwo games, where I contributed to **Monument Valley 3**, discovering that code can be an art form.
- I believe in games that tell stories – the kind that stay with you after the credits roll.
- Based in London, but my code travels well. Open to remote work.

## TECHNICAL SKILLS

### PROGRAMMING

- **Unity Development:** Unity | C# | Object-Oriented Programming | Design Patterns | Unity Editor Tools Scripting | Input Systems | Physical Control Systems | Managing Data | Debugging | Bug Fixing | Shader Utility Scripting | Gameplay Programming
- **Game Development and Prototyping:** Game Development Cycle | Game State Management | Prototyping and Playtesting
- **Data Handling and Cross-Platform Deployment:** Serializing and Deserializing JSON Data | AssetBundles | Managing Game Data | Building for Desktop, iOS, Android, Switch, WebGL
- **Tool and Pipeline Development:** Asset Management | Prefab Validation Tools | Game Server Content Management | A/B Testing for LiveOps Events | Real-Time Configuration
- **Audio Integration:** Audio Optimisation | Wwise Integration
- **Collaboration Tools:** Agile and Scrum Methodologies | Git | Jira | Miro | Figma

### TECH ART

- **UI Systems:** UI Toolkit (uGui, UIToolkit) | Adaptive Design Programming | Visual State Management | State Animations
- **Shaders and Materials:** HLSL | Shader Graph in Unity | Material Editor in Unreal | Shader Debugging | Environment Shaders (Water, Wind, Nature) | Sprite Shaders | UI Shaders | Procedural Shading | Vertex Animation | Shader Utility Scripting
- **Render Optimization:** Performance Profiling | Material Property Handling | Draw Call Reduction | Texture Packing | Build Optimization
- **VFX and Particle Systems:** Shader-Based VFX | Custom Particle Sequencing | Timed Playback Control | Realtime Dynamic Particle Management
- **3D Graphics and Math:** Meshes | UV Mapping | Texture Packing and Atlasing | UV Distortion and Offset Effects | Normal Map Creation and Manipulation | Grid Systems (Square, Hexagon) | Vector Math | 3D Math and Geometry
- **Animation Systems:** 2D & 3D Animation | State Machines | Keyframe Animation | Animator Controllers | Blend Trees | Procedural Motion | Timeline and Cinemachine Integration
- **Lighting and Post-Processing:** Lighting Setup | Light Baking | Light Probes | Reflection Probes | Post-Processing Effects
- **Tools:** Unreal | Unity | Photoshop | Blender | Procreate

## EDUCATION

### VFX Apprentice

Advanced shaders in Unreal, VFX, Shaders  
November 2024 - now

### intogames

Technical Art: Enhance a 3D Scene with John O'Really  
August 2024

### Unity Creative Core Pathways & Shaders on Udemy

June 2024

### Unity Junior Programmer Pathways

May 2022 - May 2023  
**Successfully passed Unity certification exam.**

### Udemy

Nov 2019- Feb 2023

A lot of courses: C# Unity Game Developer 2D, C# Advanced Topics, C# Intermediate: Classes, Interfaces and OOP, Math For Video Games, Complete C# Masterclass, Programming for Beginners in C#, etc.

### MA Journalism

Saint-Petersburg State University  
June, 2005- 2010



yksigames.co.uk

## WORK EXPERIENCE

### Founder & Technical Artist & Game Programmer

yksi games | June 2025 - present

**yksi games** (“uu-k-see” = Finnish for “one”) — it all starts with *one*: one idea, one voice, one story worth telling. We’re building story-driven, existential games that reflect the world back at you — strange, sharp, and uncomfortably real. Founded on the belief that every voice matters, we create interactive experiences that explore society, identity, and meaning with artistic depth.

#### Business Expertise

- Established and registered a UK limited company, managing legal setup, tax obligations, invoicing, and compliance.
- In-depth experience setting up and managing **Git**, **GitHub organizations**, **Jira integration**, and **version control workflows** for collaborative game development in a professional studio environment.

**Registered limited company providing freelance services in:**

#### Technical Art

- Custom **HLSL/Cg** shaders for Unity, VFX, stylized rendering, animation systems, tool development, and graphics optimization.

#### Game Programming

- C# development in Unity, gameplay prototyping, systems architecture, custom editor tools, input and UI programming, state machines, scripting frameworks, and performance optimization.

**Available for freelance or short-term contracts via Yksi Games Limited (UK-registered company, invoicing available).**

Ideal for studios needing flexible support in technical art, Unity development, or rapid prototyping.



## REFERENCES

Kyle Minors  
Lead Tech Artist and my Manager  
Tripledots Studios  
kyle.minors@triple-dotstudios.com

## WORK EXPERIENCE

### Technical Artist

Tripledots Studios. | August 2024 - June 2025

Five mobile games:

Blossom Match, Triple Tile: Match Puzzle Games, Lucky Tiles, Domino Valley, Mosaic Match

- **Shader Development:**
  - Created custom shaders, including Sprite URP and UI shaders, for optimized visuals and efficient memory management.
  - Implemented vertex animations, procedural shading, and shader utility scripting for dynamic in-game effects.
  - Worked closely with artists and designers to bring mock ups, and creative concepts to life in real-time environments.
- **UI and Animation Systems:**
  - Developed adaptive UI systems with complex state animations, visual state management, and custom button effects for polished player experiences.
- **Particle Systems and VFX:**
  - Designed complex VFX systems, including custom particle sequencing
- **Rendering Optimization:**
  - Focused on draw call reduction, material property handling, texture packing, and real-time performance profiling to optimize performance.
  - Optimized graphics and art assets to perform smoothly on mobile devices, without compromising the original artistic vision.
- **Tool Development:**
  - Built custom Unity editors and automated asset management tools, improving team efficiency and content quality control.
- **LiveOps and Game Server Management:**
  - Managed game server configurations and LiveOps events for dynamic content updates.
- **Cross-Platform Development:**
  - Supported builds for iOS, Android
- **Refactoring and Optimization:**
  - Regularly refactored game scripts to improve code quality, reduce complexity, and enhance maintainability.
  - Proactively addressed technical debt through early planning and efficient asset management.
- **Technical Problem Solving:**
  - Identified and resolved complex bugs, performance issues, and rendering challenges.
  - Recognized for solving challenging scripting and shader issues, demonstrating deep technical understanding and creative problem-solving skills.



### Key Achievements:

- **Award-Winning Optimization:** Recognized for technical performance ideas during Tech Jam by CTO Alex Kazeko.
- **Leadership and Problem-Solving:** Created structured approaches to complex problems and took on leadership roles without formal recognition.
- **Cross-Team Collaboration:** Facilitated communication between departments, reducing miscommunication and improving project alignment.
- **Mentoring and Diversity Advocacy:** Mentored female artists and next-gen talent through the Tech Futures Mentor program, encouraging more women to enter tech.
- **Cultural Impact:** Promoted diverse perspectives, encouraged team learning, and advocated for women in tech to speak up more.

## REFERENCES

Manesh Mistry  
Head of Engineering  
ustwo games  
manesh@ustwo.com

Ignacio Puccini  
Lead Programmer  
ustwo games  
ignacio.puccini@ustwo.com

Matthew Atkins  
Mentor and Senior Programmer  
ustwo games  
matkins@ustwo.com

Ellen Hume  
Head of Production  
ustwo games  
ellen.hume@ustwo.com

## WORK EXPERIENCE

### Programming Intern

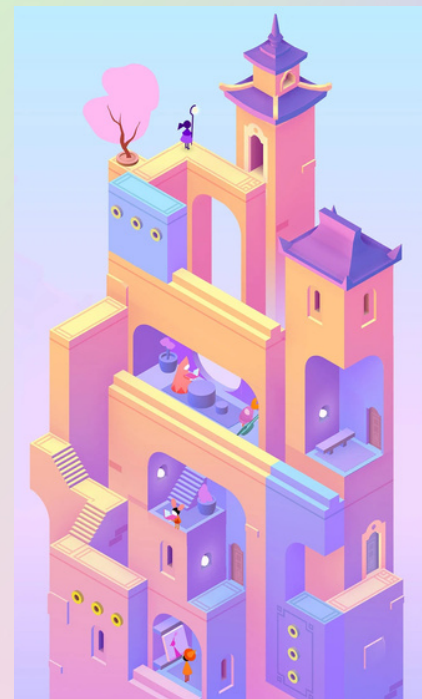
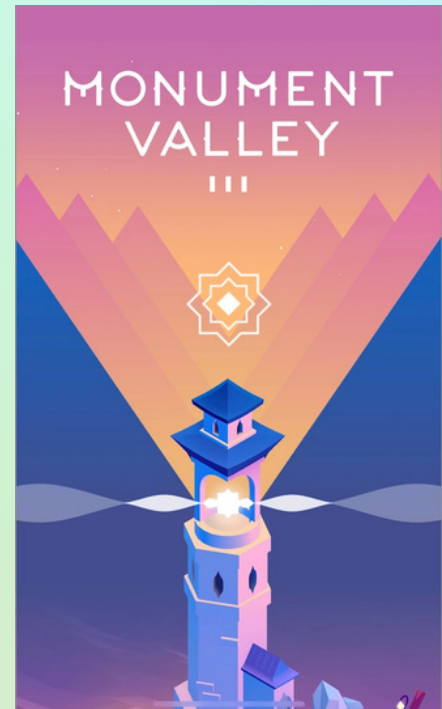
ustwo games | September 2023 - June 2024

Monumaent Valley 3, and NDA projects

**Completed a 9-month programming internship (Fixed Contract) at ustwo games, renowned for the BAFTA Games award-winning Monument Valley.**

I contributed to major projects and was deeply involved in game prototyping. This is how my game development skills have leveled up:

- **Code Architecture:** Enhanced understanding of code architecture, fostering structured and efficient development with improved code planning.
- **Coding Techniques:** Mastered modular and object-oriented programming to enhance project scalability and worked with pathfinding and recursive algorithms.
- **Bug Fixing:** I worked closely with all team members in fixing bugs. It involved finding solution for audio bugs with Wwise, graphic glitches, materials and shaders, cloud save, tools and use of reflection.
- **Advanced Techniques:** Developed expertise in creating grid board systems, including hexagonal layouts and card data management, as well as building pathfinding systems.
- **Game Development Cycle:** Participated in all code production phases, from coding to QA testing, iteration, and bug fixing. I learned how everything operates - from workflow and responsibilities to how different teams work on a game, phases of game development: production stages and milestones, playtesting processes. I actively contributed to the brainstorming process.
- **Key Achievement:** Contributed to integrating the new Unity input system into a large-scale project by project by rewriting old Input scripts with new ones, including using Enhanced Touch.
- **Level Design:** Acquired the skill to view and understand coding through the lens of a game designer, enhancing my ability to design game levels and prototype effectively.
- **Game Design Contribution:** Contributed to the design and prototyping of Chapter V: Red Moon of MV3, collaborating closely with artists to align code architecture with creative vision.
- **Playtesting:** Contributed valuable feedback through active playtesting, pushing game quality further.
- **Agile Adaptability:** I learned about working in sprints. Became more adaptable and effective in agile environments.



## WORK EXPERIENCE

### Unity Game Programmer and Generalist

September 2022 - September 2023

I've been prototyping and developing minigames for my portfolio: 'Don't Litter Here', 'Nectar Journey', '[Bluebinbell: In search of Goddo](#)', and other minigame prototypes.

Created Games based on skills learned through online courses:

- **[Bluebinbell: In search of Goddo](#)** - Created a 2D platformer game where I used Tilemapping for building levels, Cinemachine, Input system, and 2D animations for running, fighting, jumping, and climbing characters and enemies states, audio Data persistence and Player Prefs, collectibles & shooting bullets, etc.

[Source code](#) | [GamePlay](#) | [Game](#)



- **[Don't Litter Here!](#)** - Created a 3D game that incorporates the principles of Object-oriented programming: Abstraction, Encapsulation, Inheritance, and Polymorphism. For example, Inheritance is used for different types of object Spawners. I also used in the game Object Pooling, Day/Night Cycle, Profiler for game performance, Post-Processing Volume, Mixamo Animation, PlayerData, AudioData persistence, Score leaderboard, Serializing, and Deserializing JSON Data, etc.

[Source code](#) | [GamePlay](#) | [Game](#)



- **[Nectar Journey](#)**: Created a mini 3D mobile game created in less than 2 weeks. I used arrays for an infinite obstacle runner-spawner, Particle Collision and Particle Animation, Unity Events, Singletons, Swipe & Touch Controller, Animated Scene Transitions, etc.

[Source code](#) | [GamePlay](#) | [Game](#)

