Tsimafei Buyalski

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Summary

Game and software developer specialising in game programming, with hands-on experience in compiler design, graphics, backend services, databases and DevOps. Seeking a junior game programmer or engine programmer role or internship, or another junior software engineering role in the games industry.

Experience

Lead Developer & Project Director | *Brainstorm, commissioned by FunPay* Aug 2025 – Nov 2026

- Directed a team of 3 building a live Minecraft event for content creators (launching Nov 2026); main contact with the client for requirements, progress and revisions.
- Built a 65k-line PaperMC plugin (Java): team trivia quiz plus 10 custom minigames, with live state management and automatic failure recovery.
- Built an ASP.NET REST API (JWT, MySQL) and a CLI for managing questions and reviewing community submissions via the Google Forms API.
- Tested end to end with bot players on sharded test servers (200+ integration tests in TypeScript, 400 unit tests); wrote static analysers that catch bugs able to freeze the live event.

Freelance Graphics Developer | *Superposition, commissioned by SciFest* Aug 2026 – Sep 2026

- Built a C++/OpenGL particle engine rendering hydrogen orbitals from their wave functions, producing the VFX background for a choreographic performance on quantum physics.
- Worked with the choreographer and producer on direction and revisions; physicists reviewed the work for accuracy. Final edit made with FFmpeg and Premiere Pro.

Projects

Team Lead & Sole Programmer | *Foodslap, Hanze UAS (team LoqueKin)* 2026

- Led a team of 5 building an online multiplayer battle royale; wrote all the code: Unity client with Netcode, an ASP.NET identity service (MySQL, JWT sessions, leaderboards), a matchmaker with separate game server auth, and 2 Flutter companion apps.
- Deployed everything myself on a VPS with Pterodactyl. Won the Paladins of Public award at the Hanze student festival.

Sole Programmer | *Interloper, Global Game Jam 2026 entry* 2026

- Led programming and game design for a Unity game built in 48 hours, where players unmask a beast hiding among their loved ones.

Lead Developer & Team Lead | *Across the Board, rotating physical board game* 2025

- Built a Unity game that controls a rotating physical board through Arduino over Bluetooth.

Sole Developer | *Blaze, compiler for a custom programming language* 2024 – 2025

- Designed a high-level language and wrote its compiler in C# targeting Minecraft datapacks: lexer, parser, semantic and control flow analysis, code generation, diagnostics.
- Built a REPL that outputs syntax trees and the bound program; unit tested throughout.

Lead Developer & Project Director | *MC JAM, Minecraft championship for content creators* 2021 – 2024

- Founded and led a championship for Russian-speaking creators; hosted 6 live events, peaking at 10,000+ viewers.
- Programmed 9 minigames and event flow in Java (PaperMC); ran the servers live, handling technical failures and a security breach in real time.
- Worked closely with a system administrator. Collaborated with the media project MineShow for exposure and organization.

Education

BSc Creative Media and Game Technologies | *Hanze University of Applied Sciences, Groningen* 2025 – Present

Skills

Proficient: C#/.NET, Unity, Java, ASP.NET, PaperMC, SQL (MySQL)
Familiar: C++, OpenGL, TypeScript, Flutter, Arduino, GameMaker
Tools: Git, Gradle, Pterodactyl, Linux VPS, FFmpeg, Premiere Pro, GarageBand
Languages: Russian (native), Belarusian (native), English (C1), German (A1)
Misc: Music composition (soundtrack for *Open Doors, Brainstorm*), 8 years of art school training