

Kostiantyn

Unity C# Developer

Kharkiv, Ukraine

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EDUCATION

- 4 years self-study Unity 2d, 3d (C #)
- 3 years of study at it "STEP"
- Unity courses from the Minor Academy of Sciences
- English language - Intermediate +

SKILLS

Unity: Platforms(Android, IOS, WebGL, Windows, MacOS, Linux), 2D & 3D, C#, OOP, Playmaker, Cinemachine, Admob plugin, Firebase, DOTween, Photon.PUN, ProBuilder, Post-Processing, URP, HDRP, NavMeshSurface package, Unity Ads, ml-agents, HuggyFace

Neural Networks: ChatGpt, Dalle, MidJourney, ImgCreator, PiFuHD, Runway, GEN-2, Superlook

Hostings: GitHub(Git), iCloud, GoogleDrive, PythonAnywhere

Design And Animation: Blender, Mixamo, 3dsMax, Adobe(PhotoShop, Illustrator), Figma

Audio Editors: FL Studio, Audacity, GarageBand

Video Editors: Adobe(Premiere Pro, After Effects), DaVinci Resolve, Sony Vegas

Programming Languages: JavaScript, Go

[PORTFOLIO](#)