# Unity C# Developer

## *Personal details:*

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## *General skills for developing the software:*

- Develop client-server applications, game industry, mobile-games, applications for mobile devices, social web services
- DB development
- Graphic user interface developing

## *Programming languages, toolkits and technologies:*

- C#
- Unity
- as3
- PHP
- HTML / HTML5 / XHTML
- CSS 2 / CSS 3
- JavaScript (jQuery, jQueryUI)
- Git, SVN, Mercurial,
- Mongo DB
- DBMS ( MySQL, Access, InterBase)
- JSON
- Network protocols ( TCP/IP, HTTP, HTTPS, FTP)
- Bug tracking systems ( Jira, Trello)
- Tools (Visual Studio, Jet Breans Rider, FlashDevelop, IntelliJ IDEA, Adobe Photoshop, TortoiseSVN, Eclipse, Toad for MySQL, MS Office, etc)

## *Operational systems*

- Window
- Linux
- Mac-OS

## *Professional Experience*

### Vireye Intertainment: June 2023 – July 2023

**Position: Technical lead of the project**
**Project**: (Hamstamania*)*

**Dscription:** online 3-D entertainment game where players can compete with each other in several mini-games. play with random opponents or create a room to play arcs with a friend. Also modify your character by applying skins, complete game quests and apply game skills.

**Responsibilities**: Development of game mechanics, preparing an application for release, publishing the application, managing the development team and technical art team, collaboration with the art team, collaboration with the game design and marketing team, writing technical documentation, bug fixing, searching for technical solutions for implementing game mechanics

**Tools and technologies used:**

languages: C#

technologies: Unity, Zenject, Unity Multiplayer, Netcode for GameObjects, unity addressables, unity tween, unity physics, unity Shader Graph, .NET, UniversalRP, Particle system

tools:  Unity, Jet Breans Rider Unity, Plastic SCM

**Link https://play.google.com/store/apps/details?id=com.hamstaparty.game&hl https://apps.apple.com/ua/app/hamstamania-contest-mini-games/id6450952583?l**

## Outsourcing: June 2022 –  June 2023

**Position:** Senior Unity Developer

**Project**: (*Brink of Mayhem)*

**Dscription:** Online 3D shooter where players play the game and compete with each other, find weapons, gadgets and use different skills of the characters

**Responsibilities**: building the application architecture, implementing the business logic of the project, introducing new features, refactoring legacy code, estimating deadlines for the implementation of features, monitoring the work of other developers, code review

**Tools and technologies used:**

languages: C#

technologies: WebSocket, unity addressables, unity tween, unity physics, unity Shader Graph, .NET, UniversalRP, Particle system, Cinemachine

tools:  Unity, Jet Breans Rider Unity, Git

**Link https://play.google.com/store/apps/details?id=com.huuuge.brink**
**work period:** June 2022 - September 2022

**Project**: (*Word Farm Adventure)*

**Description:** A game where players can solve crossword puzzles of varying difficulty and receive bonuses for this while developing their farm and completing various quests

**Responsibilities**: implementing the business logic of the project, introducing new features, refactoring legacy code, estimating deadlines for the implementation of features

**Tools and technologies used:**

languages: C#

technologies: Zenject architecture, addressables, unity tween, REST API, ASP.NET

tools:  Unity, Jet Breans Rider Unity, Git

**Link**
**https://play.google.com/store/apps/details?id=com.wordfarm.scapes&hl=ru&gl=US**
**work period:** December 2021 - June 2022

## Whaleapp LTD: December 2020 – November 2021

**Position:** Unity Developer

**Project:** *(Hotel Blast)*
**Description:** players play match2 levels while receiving points for winning, with these points players repair their hotel, participate in various game events and complete game quests
**Tools and technologies used:**
languages: C#
technologies: Zenject architecture, addressables, unity tween, Particle system, NavMesh, Shader Graph, IronSource, Firebase
tools: Unity, Jet Breans Rider Unity, Git
**Link :** https://play.google.com/store/apps/details?id=com.whaleapp.hotelblast

## Green PandaGames: June 2020 – December 2020

**Position:** Unity Developer

*Project: (Prototypes casual games)*

**Tools and technologies used:**
languages: C#
tools: Unity, Jet Breans Rider Unity, Git
**Achievements:** StrangeIoC/Zenject architecture, UniversalRP, Particle system, NavMesh, Cinemachine, Shader Graph, DOTween
**Link for video:** https://www.youtube.com/watch?v=soPv3CfNQtc

## ENIXAN Entertainment : June 2017– March 2020

**Position:** Developers Team-Lead

*Project: Golden Valley mobile*
**Dscription**: the player builds the city of his dream, develops its economy and infrastructure, completes various game quests and interacts with the cities of other players
**Responsibilities**: building the application architecture, implementing the business logic of the project, introducing new features, refactoring of legacy code, estimating deadlines for the implementation of features, monitoring the other developers results, code review
**Tools and technologies used:**
languages: C#
technologies: unity asset bundle, unity tween, REST API

tools:  Unity, Jet Breans Rider Unity, Git
**Link:** https://play.google.com/store/apps/details?id=com.enixan.golden.hills

### *Project: Golden Valley*
**Project description:**
- **Role**: Developers Team-Lead, AS3-developer
- **Tools and technologies used:**
  languages: AS3, JavaScript (jQuery), PHP
  network protocols: HTTP
  tools:  FlashDeveloper, Adobe Flash, Adobe Photoshop, Eclipse, Git,
- **Achievements:** experience in development applications,  management dev-team, development and  study of algorithms City Builder and Social Farm game.
- **Link:** https://apps.facebook.com/golden_valley

### *Project: Lagoon Paradise*
**Project description:**
- **Role**: Developers Team-Lead, AS3-developer
- **Tools and technologies used:**
  languages: AS3, JavaScript (jQuery), PHP
  network protocols: HTTP
  tools:  FlashDeveloper, Adobe Flash, Adobe Photoshop, Eclipse, Git,
- **Achievements:** experience in development applications,  management dev-team, development and  study of algorithms City Builder and Social Farm game.
- **Link:** https://apps.facebook.com/lagoon_paradise

## CCSoft: August 2011 – June 2017
**Position:** Front End Developer

### *Project: Pet-story*
**Project description:**
- **Role**: Lead
- **Tools and technologies used:**
  languages: as3, JavaScript (jQuery)
  network protocols: HTTP
  tools:  IntelliJ IDEA, Adobe Flash, Adobe Photoshop, Mercurial, Notepad++;
- **Achievements:** experience in development applications,  management dev-team, development and  study of algorithms math-3 game
- **Link**:https://apps.facebook.com/gamepetstory
- https://vk.com/petst?mid=5727784

### *Project: Mistery revenge*
**Project description:**
- **Role**: developer
- **Tools and technologies used:**

languages: as3 (Starling), JavaScript (jQuery)
network protocols: HTTP
tools:  FlashDeveloper, Adobe Flash, Adobe Photoshop, TortoiseSVN,
Notepad++;
- **Achievements:** experience in development applications, work with frameworks  (Starling), development and  study of algorithms hidden game
- **Link**: https://apps.facebook.com/mysteryrevenge/

## *Project: Dream hidden*
**Project description:**
- **Role**: developer
- **Tools and technologies used:**
  languages: as3 (Starling), JavaScript (jQuery)
  network protocols: HTTP
  tools:  FlashDeveloper, Adobe Flash, Adobe Photoshop, TortoiseSVN,
  Notepad++;
- **Achievements:** experience in development applications, work with frameworks  (Starling)**,** development and  study of algorithms hidden game
- **Link**: https://apps.facebook.com/dreamhiddenobject

## *Project: Bubble bee bear*
**Project description:**
- **Role**: developer
- **Tools and technologies used:**
  languages: as3, JavaScript (jQuery),
  network protocols: TCP/IP
  tools:   IntelliJ IDEA, Adobe Flash, Adobe Photoshop, TortoiseSVN,
  Notepad++;
- **Achievements:** experience in development applications, development and study of algorithms math-3 game
- **Link**: https://apps.facebook.com/ccsoftbubles

## *Project: E-net casino*
**Project description:**
- **Role**: developer
- **Tools and technologies used:**
  languages: as3, as2, JavaScript (jQuery)
  network protocols: TCP/IP,  HTML , XHTML
  tools:   FlashDeveloper, Adobe Flash, Adobe Photoshop, TortoiseSVN,
  Notepad++;
- **Achievements:** experience in development applications, development and study of algorithms slots, roulette ets.

## *Project: Preferance*
**Project description:**
- **Role**: developer
- **Tools and technologies used:**
  languages: Flash (Starling), JavaScript (jQuery)

network protocols: TCP/IP
tools:  FlashDeveloper, Adobe Flash, Adobe Photoshop, TortoiseSVN, Notepad++;
- **Achievements**: experience in development applications, work with frameworks  (Starling), development and  study of algorithms card game

*Project: Fortuna*
**Project description:**
- **Role**: developer
- **Tools and technologies used:**
    languages: Flash , JavaScript (jQuery)
    network protocols: TCP/IP
    tools:  FlashDeveloper, Adobe Flash, Adobe Photoshop, TortoiseSVN, Notepad++;
- **Achievements**: experience in development applications, development and study of algorithms table game

## Wonderkidstudio: June 2010 – August 2011
**Position:** PHP Developer, Web Developer, Flash Developer

*Projects:*
*Instantinterview**, Goodbuzz.net, R*entor.ru, Rescreaty
- **Role**: developer
- **Tools and technologies used:**
    languages: PHP , JavaScript (jQuery), HTML , XHTML, SQL
    network protocols: TCP/IP, Flash
    tools:  Eclipse, Macromedia Dreamweaver, Toad for MySQL, Adobe Photoshop, TortoiseSVN,  Flash, Notepad++;
- **Achievements**: experience in development streaming video application
- **Link**: http://instantinterview.com/conference/
- **Link**: http://www.goodbuzz.net/
- **Link**: http://rentor.ru/
- **Link**: http://www.rescreatu.com/

## DigitalHouse: September 2008 – June 2010
**Position:** PHP Developer, Web Developer

*Project: E-net casino (web-site)*
**Project description:**
- **Role**: developer
- **Tools and technologies used:**
    languages: PHP JavaScript (jQuery)
    network protocols: HTML , XHTML
    tools:   Eclipse, Adobe Photoshop, TortoiseSVN Notepad++;
**Achievements:** experience in web-site development ,study of algorithms slots, roulette ets.

*Project: Web-CMS*

**Project description:**
- **Role**: developer
- **Tools and technologies used:**

    languages:PHP, JavaScript (jQuery)

    network protocols: HTML , XHTML

    tools:   Eclipse, Adobe Photoshop, TortoiseSVN, Notepad++;

**Achievements:** experience in web-site development ,develop and study of algorithms and architect web-cms.

## Lugansk city school #47,
## School «Мрія»: September 2005 – September 2008
**Position**: Position Teacher of Physics, Mathematics, Computer science

**Achievements:** Education students of mathematics, physics, computer science

## Lugansk Higher School of Information Technology :September 2008 - January 2004 – June 2005
**Position**: engineer of computer laboratory

**Achievements**: Tuning and setting software. Assembling and repair of computers

## Lugansk city school #28: October 2003 – June 2004
**Position**: Teacher of Computer science

**Achievements**: Education students of computer science

# Education:
**Education establishment:** Lugansk Taras Shevchenko National University

Institute of Economics and Business

Department of Information Technologies and Systems

**Qualification obtained:** Master of computer science

Qualification: engineer-programmer, lecturer of computer science

# Languages:
English – B2.

Russian – native

Ukrainian – native