

STRASHIVSKYI VOLODYMYR

UNITY DEVELOPER

I'm a Unity Developer with nearly **2 years of experience** in game development. During this time, I've independently built and released multiple games on itch.io, working on core mechanics, systems, and UI design. I'm eager to join a team where I can continue growing, face new challenges, and contribute to engaging and polished games..

CONTACTS



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обл. Львівська , 82109, м.
Дрогобич

LANGUAGES



Ukrainian: Native



English: Upper-Intermediate

EXPERIENCE WITH

Unity, C#, OOP, SOLID, Patterns,
Git, Zenject, VContainer, UniTask,
Dotween, TMPPro, Cinemachine,
NavMesh, Ads, IAP,
Addressables, Odin Inspector,
Utility AI

EXPERIENCE

MORHU — Psychological Horror Card Game

🔗 <https://stvova.itch.io/morhu>

Psychological horror card game with focus on risk-based mechanics and atmosphere.

Tools: Unity (C#), Custom DI, Utility AI, DOTween, Design Pattern, data-driven design, TMPPro, Cinemachine, Localization

- Designed a custom card & resource system (life / candle mechanic) driving player decisions.

- Implemented enemy behavior using Utility AI within a modular architecture.

- Focused on replayability, tension, and strategic depth.

Last Breakthrough — Survival / Strategy Game

🔗 <https://stvova.itch.io/last-breakthrough>

Time-limited survival strategy with unit management and hostile environment.

Tools: Unity (C#), Zenject, DOTween, Design Pattern, Cinemachine NavMesh, TMPPro, Localization

- Built scalable architecture using Zenject and design patterns.

- Implemented survival mechanics, unit AI, physics, and world hazards.

- Optimized assets, lighting, and performance; added localization support.

COURSES

- **K-Syndicate - Unity Architecture:** Strong grasp of modular system design, component-based architecture, and scalability principles.

- **K-Syndicate - Utility Master Class:** The course covered essential AI algorithms and techniques for building scalable, customizable intelligent agents with minimal framework dependency.

REFERENCES

GitHub: <https://github.com/VolodymyrSt>

Itch.io: <https://stvova.itch.io/>