

# 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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## LANGUAGES



Ukrainian: Native



English: Upper-Intermediate

## EXPERIENCE WITH

Unity, C#, OOP, SOLID, Patterns, Git, Zenject, VContainer, UniTask, Dotween, TMPro, 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, TMPro, 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-breatlrought>

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

**Tools:** Unity (C#), Zenject, DOTween, Design Pattern, Cinemachine NavMesh, TMPro, 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/>