

Sorochenko Oleksandr

UNITY SOFTWARE ENGINEER

7 листопада
2023

Місто: [Одеса](#)



Вік: 35 років

Режим роботи: повний робочий день, вільний графік роботи, віддалена робота

Категорії: IT, WEB фахівці, Дизайн, творчість, Робота за кордоном

[Увійдіть](#) або [zareestruytetsya](#) на сайті як роботодавець, щоб бачити контактну інформацію.

Опис

Oleksandr Sorochenko

Unity software engineer

Summary

Combining my passion for creating things and watching them work and my passion for games, I am switching to the game industry, working on my own projects from scratch, and looking for a professional team to join.

Projects

2D Space Shooter

Implemented fighting system, UI/UX, Physics, Object Pools, Animator, simple AI
alexfeliz.itch.io/2d-space-shooter
github.com/AlexFelizSasha/SpaceShooter2D

3D Chameleon Game

It is called Chameleon because of it's unusual control system. Implemented UI/UX, Object Pools, Events, State Machine. Animator, Particles, simple AI. All objects are created in Blender (project is in progress)
github.com/AlexFelizSasha/ChameleonGame

Skills

Unity, C#, GitHub, Blender(basic), OOP, SOLID, Design Patterns.

languages

English Intermediate, Ukrainian native

Previous experience

Chat Operator and Support

December 2018 - Present

Provided timely and effective customer support through chat and other communication channels, translated from English

Sound Director, Vocalist and Concert Director

June 2013 - December 2018

Sound direction and coordination for karaoke and local cover bands

Education

Odessa State Academy of Civil Engineering and Architecture, 2005-2009

Bachelor

Portfolio: → github.com/AlexFelizSasha