Sorochenko Oleksandr



UNITY SOFTWARE ENGINEER

7 листопада 2023

Місто: Одеса

Вік: 38 років

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

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

Увійдіть або зареєструйтеся 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