UNITY C#

9 апреля 2024 Город: Ужгород

Возраст: 22 года
Режим работы: удаленная работа
Категории: IT, WEB специалисты

Описание

Bio

I started to get interested in game development at the age of 14, where I slowly transitioned from game design to making games myself. Inspired by 'Half-Life 2', I've grown passionate about understanding the intricacies of game development and creating engaging experiences. My journey through programming languages and game engines, coupled with a leadership role in a collaborative team, has honed my skills and ambition in the field.

Skills

C# (started from version 6), .NET Technologies: WinForms, WPF, MAUI, Blazor, ASP.NET, Game Engines: Construct 2, Unity, Software: Visual Studio, JetBrains Rider, VS Code, Windows Terminal, Git, Languages: Ukrainian (Native), English (B2), Japanese (Beginner), Databases: MySQL, PostgreSQL.
Experience Team Leader & Project Manager, Self-managed Team (No specific period)
Managed a dynamic team of developers and artists, leading to the creation of 4 games, with each project taking 3 days to complete. Spearheaded the development of tools now integral to our workflow, while fostering collaboration and support among peers in the game development community.

Collaborator & Tool Developer, Independent Projects (Ongoing)
Contributed to various projects by providing expertise and developing tools that enhanced productivity and creativity within the game development community.
ICPC Olympiad Participant, International Collegiate Programming Contest (No specific period)
Participated in the International Collegiate Programming Contest (ICPC), demonstrating problemsolving skills and the ability to work under pressure in competitive programming challenges.
Education Bachelor of Science in Computer Science, UzhNU (2021 -Present)
Pursuing a degree focused on software development, game development, and the application of .NET technologies in game design. Actively engaged in projects and coursework that refine my technical

skills and understanding of game mechanics.

Graph Theory Course, UC San Diego (Coursera) (No specific period)

Completed a course on graph theory, acquiring deep insights into mathematical structures that are pivotal in optimizing game design and development processes.