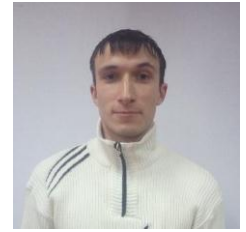


ALEXANDER PETRACHENKO



DESIRED POSITION

Unity developer

EDUCATION

Cherkassy National University named after Bogdan Khmelnytsky

B.Sc. FOTIUS, Software engineering

GPA: 4.75 out of 5

WORK EXPERIENCE

09.2014-05.2016

Unity developer at BidOn Games

05.2016-present

Unity developer/Game designer at Take Games

ACHIEVEMENTS

- An online Racing Game in 2014-2015
- A MOBA game Robot Wars in 2015
- Made own [mobile game](#) and published it to Google Play in 2015
- An online quiz game in 2016
- Took part in creating startup in 2016

CONTACTS

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Email: nonalrtdash@gmail.com

ABOUT

Age 22

My name is Alex and I am a game programmer. I started with programming in school, because I wanted to create awesome games. Later I become a student of CNU to improve my programming skills. And when I graduated I was hired as unity developer to BidOn Games, where I was work on several game projects for two years.

LANGUAGES

Ukrainian – native speaker, Russian – native speaker, English – intermediate

SKILLS

C#, Unity3D, Unity Editor scripting, Game design, .Net Framework, SQL, MySQL Workbench

COURSES

[Game design : on the other side of the game](#)

HOBBIES

Programming, reading, playing video games.