



Dmitry
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DESIRED POSITION



Unity3D Developer

EDUCATION



- CHERKASY NATIONAL UNIVERSITY 'BOHDAN HMELNYCKY'** 2010 - 2014
B.Sc. Computer science, information and management systems.
Biomedical cybernetics

WORK EXPERIENCE



- TAKE GAMES** 09/2015 - PRESENT
Unity3D Developer / Game Designer.
– I wrote documentation and partial game design for the social-gambling game and I wrote code for prototype of the game.
– Wrote part of production documentation for Shoot 'Em Up game and wrote part of code for the game.
- BIDON GAMES** 12/2015 - 05/2016
Tech Lead.
- BIDON GAMES** 06/2014 - 12/2015
Unity3D Developer.
– I taught two teams (8 persons) to work with Unity 3D and write game logic, work with animations and sounds etc.
- ACCEL GAMES** 04/2012 - 09/2012
Unity3D Developer / Game Designer.

CURIOUS GAMES, I'VE WORKED ON



- DROID WARS**
Lead developer. Multiplayer online VR game about robots fight.
- 3D RACING**
Lead developer. Online multiplayer racing game.
- FAIRY**
Main developer / Game Designer. Infinite runner with hardware toy to control your character.
- TOY RACING**
Main developer / Game Designer. 3D game for kids with hardware toy for car control.



ABOUT

Age: 24

I love to make video games, and play video games. Also I'm interested in board games such as Warhammer 40k. I practice martial arts and interested in self-development and development of my skills.



LANGUAGES

English
Russian
Ukrainian



SKILLS

Unity 3D

Soomla, Google SDK, Facebook SDK, Fibrium SDK

C#

Node.js

Plugins: pg, fb

Git

OOP

Game Dev Process

Agile, Scrum, Kanban, Waterfall

Photon Server

Analytics

Systems: Amplitude, Mixpanel, Yandex.Metrika

Time

Management

Pomodoro, GTD, IPS, ABS, Pareto

Game Design

Narrative, GDD creating, Balancing



COURSES

- UNIVERSARIUM**
Game design: on the other side of the game.



HOBBIES

