



Ilya
Voronov

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DESIRED POSITION



Unity3D Developer

EDUCATION



- BOHDAN KHMELNYTSKY NATIONAL UNIVERSITY** 2010 - 2014
B.Sc. Department of Computer Science , Intelligent and Control Systems..

WORK EXPERIENCE



- TAKE GAMES** 09/2015 - PRESENT
Unity3D Developer / Game Designer.
- BIDON GAMES** 09/2014 - 04/2016
Unity3D Developer.

ACHIEVEMENTS



- SMASH SANTA!** 2016
Unity3d Developer (AR)
- CRAZY AUTO RACER!** 2016
Unity3d Developer
- DRAGON STRIKE** 2016
Unity3d Developer
- WAND ADVENTURE (BIDONGAMES)** 2015
Gamedesigner (tower defence)
- BEER FEST (BIDONGAMES)** 2015
Gamedesigner (tower defence)
- DROID WARS (BIDONGAMES)** 2015
Unity3d developer\Gamedesigner (mmo shooter)
- 3D RACING (CRYSTALBET)** 2015
Unity3d Developer (online racing)
- TAP THE BUG (BIDONGAMES)** 2015
Main Unity3d developer\Gamedesigner (tap-tap arcade)
- ALWAYS TELL THE TRUTH (WONDERGROVE)** 2014
Main Unity3d developer (video quest\educational)
- BROKEN WORLD** 2014
Main Unity3d developer (tower defence)



ABOUT

Age: 24
IT professional in software development. Have experience with the game engine Unity3D, solid understanding and knowledge of object-oriented approach, software engineering principles and concepts.



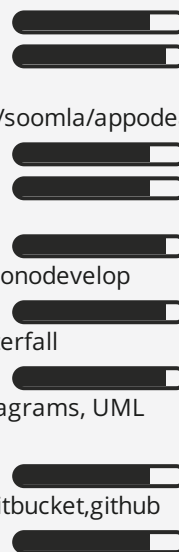
LANGUAGES

English
Ukrainian
Russian



SKILLS

C#
Unity
Plugins:
facebook/google/soomla/appodeal
My SQL
PostgreSQL
Development Tools
VS15, VS code, monodevelop
Methodologies
Agile: scrum, waterfall
Other
MS Visio, Gant Diagrams, UML diagrams
VCS
Git, sourcetree, bitbucket, github
CI
Jenkins



COURSES

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



HOBBIES

