Serhii Sosnytskyi

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SUMMARY

Proficient in **HTML5, CSS.** Experienced with JavaScript, React, and Java, with a solid foundation in **web development**. Versatile Level Designer & Technical Game Designer with 1+ year of experience in Unreal Engine and Unity. Developed and released a children's educational game "Quiz Travel" and currently working on a horror-adventure game for PC. Skilled in designing immersive levels and gameplay mechanics, creating engaging user experiences, and implementing game assets. Strong understanding of game design principles, with hands-on experience in scripting, game design documents, and prototyping, complemented by a background in front-end development and Java programming.

WORK EXPERIENCE

HTML5 | CSS3 | JS | DOM Practice   **Sep. 2024 – Present**
My projects | GitHub - **https://github.com/AlexUnderNewSky/JS-Practice/tree/main/Part%209%20DOM%20practice**
- ModellingWindow.
- Sidebar smooth menu.
- Smooth scrolling
- Header animation.

Angular Currency converter   **Sep. 2024 – Sep. 2024**
Work Test task | GitHub link - **https://github.com/AlexUnderNewSky/Angular-Currency-converter**
- Header with the exchange rate & Component with conversion.
- One currency should have its own input and select.
- Separate input+select for the first currency, and separate input+select for the second currency
- In input, you specify a number to indicate the number of units to convert.
- When you change the value in the first currency, the value in the second currency is recalculated, and vice versa.
- If you change the currency in each select, the conversion of both currencies is recalculated correctly.

Unreal Engine 5 Level and Environment Designer (Horror-Adventure Game for PC)   **June 2024 – Present**
Independent Project | Portfolio link - **https://imgur.com/a/serhii-sosnytskyi-horror-adventure-game-l2kPrlj**
- Leading the design of immersive game levels and environments, contributing to overall game design.
- Created game locations and interactive scenarios from scratch, focusing on atmosphere and player engagement.
- Developed and maintained the Game Design Document, ensuring cohesive gameplay experience.
- Tested and refined gameplay mechanics, enhancing user experience.
- Visualized and populated game levels with detailed assets, working extensively with HUD elements.
- Utilized Blueprints in Unreal Engine 5 to script gameplay logic and interactions.
- Gained hands-on experience in sound design, texturing, and animation integration.

Unity C# Game Developer (Educational Quiz Game for Children)   **May 2024 – June 2024**
Independent Project
- Managed the entire game development process independently, utilizing semi-finished assets to complete the project.
- Designed and implemented game logic and core gameplay features in Unity.
- Developed player interface and integrated it seamlessly into the game.
- Conducted thorough testing and refinement of gameplay mechanics.
- Integrated sound effects and textures, enhancing the overall player experience.
- Leveraged Unity and C# to bring the project to completion; published a short gameplay video on YouTube & Github link.

JavaScript Game Developer (Reworking Games for Web Platform)   **Dec 2023 – Feb 2024**
Independent Project
- Adapted and remodeled four Android games for web platforms, optimizing them for mouse and keyboard controls.
- Refactored code and visual assets to ensure compatibility with web environments.
- Implemented platform-specific ad monetization strategies, enhancing revenue potential.
- Adjusted game logic and mechanics to suit web-based gameplay, improving user experience.
- Published four reworked games (FITing, Pal Dash, Valentine Hidden Heart, and Lunar New Year) on GitHub.

UI/UX Design Application   Apr 2023 – May 2023

Independent Project | Portfolio link - https://www.figma.com/file/n9l6k5MWWcjN2H3F36on0w/FMI-UI-UX-design

- Designed and implemented user interfaces and user experience (UI/UX) for an academic project using Figma.
- Created and adapted design elements to meet project requirements and enhance user experience.
- Conducted research and applied best practices in UI/UX design to achieve effective and intuitive solutions.

Cinema Tickets Java Application   Apr 2023 – Apr 2023

Independent Project

- Developed and executed automated tests to evaluate the efficiency of the ticket reservation and food purchase processes for a theater application.
- Utilized Cucumber and Java to create and run test cases, ensuring high performance and reliability of the system.
- Analyzed test results and collaborated with the development team to address and resolve any issues or inefficiencies identified.

Wordle on Vanilla JavaScript   Mar 2023 – Mar 2023

Independent Project | GitHub - https://github.com/AlexUnderNewSky/WordleJavaScript

- Developed a Wordle-style game where players guess a word based on provided hints, using vanilla JavaScript, HTML5, and CSS.
- Designed and implemented game mechanics, including word generation, hint display, and user interaction.
- Ensured a responsive and engaging user experience through effective use of CSS and JavaScript.

Movie List Java with RestAPI   Oct 2022 - Dec 2022

Independent Project | GitHub - https://github.com/AlexUnderNewSky/MovieList1.0

- Developed a mobile application for viewing information about new movies, including trailers, reviews, and the ability to leave reviews, using Android Studio.
- Integrated REST APIs to fetch and display up-to-date movie data and user reviews.
- Utilized Java for app functionality and ensured a smooth, user-friendly experience.

SKILLS

Scripting and Programming: HTML5, JavaScript, **React**, Blueprints (UE5), C#, Java; **Game Engines:** Unreal Engine 5, Unity; **Game Design:** Level Design, Environment Design, Game Design Documentation, Gameplay Mechanics; **Tools and Technologies:** GitHub, Visual Studio, VSCode, Adobe Photoshop, Figma, Android Studio; **Testing and Debugging:** Gameplay Testing, Bug Identification and Fixing, Automated Testing (e.g., Cucumber); **UI:** HUD Design, Player Interface Implementation; **Web and Mobile Development**: REST APIs, Mobile App Development

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EDUCATION

Paisii Hilendarski University of Plovdiv, Bulgaria

Bachelor's degree in Software Engineering - 2024

Zaporizhya Technical College, Ukraine

Education with a professional qualification in engineering programming - 2020.

LANGUAGES

- English (Intermediate)
- Ukrainian (Advanced)
- Russian (Fluent)
- Bulgarian (Pre-Intermediate)