

Bunimovich Andrey

Unity Developer

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PROFESSIONAL SKILLS

- C#, C++;
- Unity 2D, 3D;
- Unity Animator, User Interface (UI), NavMesh (AI), Physics;
- Canvas, System.IO, JsonUtility, Camera, Touch;
- Codestyle;
- Components and systems;
- Git, GitHub;
- Photoshop, Blender 3D, CorelDraw, Illustrator, Catia, SolidWorks.

LINK TO PROJECTS

<https://andreybun-spec.github.io/DemoVersionTanktics22/>

<https://andreybun-spec.github.io/Shooter/>

COURSES

2022- Skillbox

Game Designer

EDUCATION

2012-2016: **Bachelor's degree in Computer Science**, University of Information Technologies, Mechanics and Optics. St. Petersburg, Russia

2016-2018: **MSc in Computer Science**, University of Information Technologies, Mechanics and Optics. St. Petersburg, Russia

ABOUT MYSELF

I am ready to participate in projects of any complexity. I am ready to work for the team and individually. For the shortest time I created my first couple of projects. (Links are given). I created my projects from scratch, compiled for the WebGL platform and adapted for mobile devices.

The first project is the Shooter game. There is a classic implementation of 2.5D- shooter. There is a function of saving and loading the game using JsonUtility (System.IO Library), artificial intelligence for enemies (Physics. Sphere component, Physics.Raycast), animated character (Unity Animator component).

The second project is the game "Tanktics." There is a map editor, the user can edit, delete, create and add new locations for the game. There is a function of saving and loading locations using JsonUtility, artificial intelligence for path search (NavMeshAgent Component, AI) and enemy detection (Physics.Raycast, Physics. Sphere).

All projects use the UI and Canvas component to create main menu items. To transfer projects to mobile devices, the Touch class and the main functions of the Camera object are used.