

Andrii Tiazhkorob

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Personal Statement

Third-year Bachelor student of Creative Media and Game Technologies at the Saxion University of Applied Science looking for an internship in Game Design. I am a dedicated, enthusiastic, ready-to-learn, creative and open-minded person. I'm skilled with Unity and C# scripting, as well as quick and iterative prototyping of game mechanics. With the help of an internship, I aim to embark on the path to a successful career as a game designer.

Soft Skills

Communication

- Multiple times communicated design, artistic and engineering information in a presentation format throughout the degree.
- Regularly solve creative and other conflicts during the group projects for the degree course.

Teamwork

- Helped with the preparation of school events in collaboration with classmates.
- Worked as a part of the team for degree course projects and lab exercises on a regular basis.

Problem Solving

- Developed strong critical thinking skills after numerous projects with many iterations and testing sessions involving various people.
- Gained strong problem-solving and analytical skills through the course of personal and group projects.

Strive To learn

- Use personal time outside of study to participate in courses to improve my specialization.
- Keep myself updated on the latest news, technologies and developments in the industry to preserve the relevance of my knowledge and skills.

Hard Skills

Programing

- Experienced in scripting game mechanics and systems with C# for Unity after many personal and group projects.
- Proficient with both C++ and Blueprint scripting in Unreal Engine 5 after several personal projects aimed at studying the engine and its tools.
- Understanding and experience with frontend web development technologies, such as HTML, CSS, JavaScript, JSON and AJAX.

Software

- Experience in developing video games with Unity and Unreal Engine 5 for various platforms.
- Experienced with using Figma to create quick and functional prototypes of UI/UX and Games to showcase designed functionality and game loop.
- Skilled in the use of Ableton Live to create sound design and further improve it using FMOD to implement spatial and adaptive audio.

Languages

- Native Ukrainian and Russian speaker.
- Fluent in written and spoken English.
- Basic knowledge of German.

Additional

- Experience in the implementation and use of various teachable models as input systems for video games.
- Learnt to do effective project management and personal work while studying for the current degree.

Education

2023 – 2027 (expected graduation) CMGT, Saxion University of Applied Science

- Iterative approach towards projects and tasks, detailed and effective documentation, professional presenting, SCRUM, qualitative and quantitative testing, analytics, improved communication skills through numerous group projects.

2020 – 2023 Lyceum “Universum”

- Profile: Physics and Mathematics

Extracurricular activities

- Participated in multiple language courses to develop personal skills in English and German for better communication internationally.
- Finished 3D modelling, Photoshop and Illustrator courses, pursuing the desired future career in the entertainment industry.
- Helped and guided future students from my country in joining my study, what specialization to choose and with the application process.