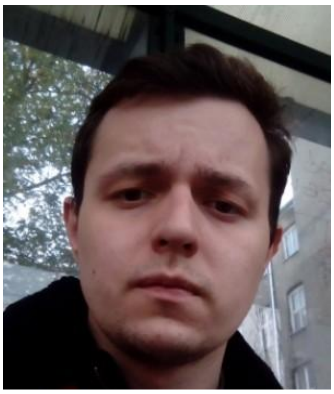

Hlushko Ihor

Unity3d Developer

Personal information:

Address: Zaporizhia, Ukraine.

Date of birth: 25th August 1993 (28)

Nationality: Ukrainian.

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About me:

I have 1.5 years experience in gaming and mobile application.

I write about Unity3d, games development, editor tools,

build & content pipelines and other stuff.

Work experience:

Company: CMS Games LLC

Junior Unity3d Developer - (from 10.2016 to 02.2018) (1 year 4 months)

During the work of the company, the main tasks were: development of 2D and 3D applications from scratch. Refinement and maintenance of existing code, work with textures and animations.

I developed an application from scratch that was uploaded to iOS and Android markets. Also the application has a pc and macos version and version WebGl.

Education:

Zaporizhzhya Institute of Economics and Information Technologies (ZIEIT)

Master in Software engineering (Summa Cum Laude). From 09.2015 to 01.2019 (3 years 4 months)

Zaporizhzhya National Technical University (ZNTU)

Master in Micro- and nanoelectronics. From 09.2012 to 05.2016 (3 years 8 months)

Skills:

Languages: Ukrainian, Russian – native; English – A2 (Pre-Intermediate).

Programming Language: OOP(C#);

Cross-platform development: Windows, MacOs, WebGl, iOs, Android;

Unity skills:

- Scripting GUI styles, textures, game optimization,
- Development unity client/server application;
- Using Google Analytics for Unity;
- Scripting unity rest API;
- VR(Google Cardboard);
- AR(EasyAR);

Pet Project:

1. Shuriken ninja VR – video

The project was developed by me while studying at the institute. This is my graduate work. The VR project was developed using google cardboard technology.

2. Random-Lines – video

The project is designed for self-study. In order to understand the lineRenderer elements and their practical application.

3. Cards example – GitHub

The project was created for self-study. In order to put into practice the design pattern Observer, Singleton.

4. AR Crane – GitHub

The project was created for self-study. Created after completing the course. To consolidate knowledge in AR technology. To implement AR, the EasyAR service was used.

5. Samurai Swords Store - Create Your Custom Katana – google play

I developed the project when I was working in an IT company. The project was developed entirely by me from scratch, except for the design.

3d type project. It is an application for an online store in which you can assemble a sword (katana) in parts and then buy it. The project has many features such as: integration with the youtube channel, sending a screenshot of the sword to instagram, facebook. The application has its own personal account, which is integrated with the site, which is created on WordPress.

The main feature of the project is that all parts of the sword model are stored on the ftp server; when you first enter the game, they are uploaded to the application. If the owner of the application changes or deletes the model of a part of the sword on the ftp server, the application will automatically change the next time it is launched and will remove this part of the sword from the application and generate a new UI without this model.

The project is cross-platform and has versions for PC, MAC, Android, Ios, WebGl.