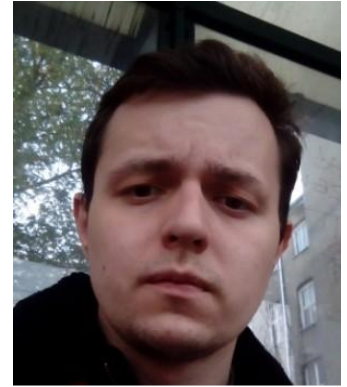


Hlushko Ihor

Unity3d Developer



Personal information:

Address: Zaporizhia, Ukraine.
Date of birth: 25th August 1993 (28)
Nationality: Ukrainian.

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[LinkedIn](#)

[GitHub](#)

About me:

I have 2 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)

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#);

Knowledge of code versioning tools (Git);

Unity skills:

- Scripting: GUI styles, textures, user session management;
- Cross-platform development: Windows, MacOS, WebGL, iOS, Android;
- Experience with game physics;
- Game optimization;
- Development unity client/server application;
- Google Analytics for Unity;
- Scripting unity REST API;
- Experience with VR(Google Cardboard);
- Experience with 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. [Arithmetic Quiz](#) – GitHub

The project was created for self-study. Project - endless arithmetic quiz

6. [Reusable Quiz](#) – GitHub

The project was created for self-study. Project - system quiz reusable, built on elements **ScriptableObject**. In the quiz, you can create 3 types of questions: text, picture, audio.