Nikolaienko Dmytro

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Unity Developer

Examples of code you can fing in my Github (links will be down below)

Summary

 Unity Developer with 2 years of experience in game development for mobile platforms.
• Experience with Unity Engine for 2 years;
• Knowledge and practical experience of C#;
• Knowledge and practical experience of OOP, SOLID principles, Design Patterns (especially MVC);
• Knowledge and practical experience of Unity GUI;
• Knowledge and practical experience of next frameworks and packages: Zenject, Websockets, ECS (Entitas Redux), DOTween;
• Basic experience of UniRx;
• Experience in integrating third-party SDK (Firebase, GoogleSignIn, Google Ads, IronSource etc);
• Experience in game optimization (Objects pool, Code refactoring, Build Size);
• Experience working with multiplatform games (XCode).
• Experience working with Git, GitLab;
• Experience in bug tracking systems (Jira, YouTrack), full cycle game development;
• Intermediate English level (Proven Toefl experience: B2 - Reading, Listening, Writing; B1 - Speaking);
• Higher education degree in Computer Engineering.
 Experience working with executing tasks in a short period of time. Experience working in a strict environment with time tracking and estimation. Experience in developing casual and hypercasual mobile games in different genres: RPG, platrformer, match 3, arcade, card games.

Education

2018 - 2022:

- Name of the Education Establishment: Kharkiv National University of Radioelectronics;
- Faculty/College: Computer Engineering and Control;
- Degree (diploma): Bachelor;
- Specialty: Computer Engineering;

2022 - 2024:

- Name of the Education Establishment: Kharkiv National University of Radioelectronics;

- Faculty/College: Computer Engineering and Control;
- Degree (diploma): Master;
- Specialty: System Programming.

Projects History

Merge Games

https://play.google.com/store/apps/details?id=com.soul.merge.cat.cute.simulator.adventure
https://play.google.com/store/apps/details?id=com.dragons.tokens.crypto
https://play.google.com/store/apps/details?id=com.realis.fox.nft.token
https://play.google.com/store/apps/details?id=elon.musk.doge.meme.blockchain.coin.twit
https://play.google.com/store/apps/details?id=elemental.battler.nft.card.meowgon

Responsible for:
- implementation of game mechanics (merges, quests, achievements, streaks);
- implementation of game notifications;
- creation of animations;
- GUI layout and menu logic;
- implementation and use of various SDKs on the project (Firebase, GoogleAds, IronSource, AppsFlyer);
- code refactoring to optimize the speed of games;
- setting up communication with the server (response-request, WebSockets);
- planning and decomposition of features, game assembly, optimization of game sizes, game release;
- transfer of games to the AppStore (Xcode).

RPG Casual

https://play.google.com/store/apps/details?id=elemental.battler.nft.card.meowgon

Responsible for:
- implementation of game mechanics (skills, battleground logic, units logic);
- creation of animations;
- GUI layout and menu logic;
- implementation and use of Firebase;
- code refactoring to optimize the speed of games;
- setting up communication with the server (response-request, WebSockets);
- planning and decomposition of features.

Ball Game Prototype

https://github.com/CrypticPassage/BallGameDemo

Responsible for Creation of full game prototype.

Hill Climp Prototype
https://github.com/CrypticPassage/HillClimbPrototype

Responsible for Creation of full game prototype.

Links
- Github: https://github.com/CrypticPassage/Portfolio
- LinkedIn: https://www.linkedin.com/in/dmitry-nikolaenko-9389b3194/