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| Nikolaienko Dmytro  Unity Developer | Email: DNikolayenko51@gmail.com  Phone: +38 (095) 496 25 11  Telegram: @marlborocorner11 |

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/>