Resume

Unity developer

Personal details

Name	Andrii Danulov
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Profile

I am a graduate of the Faculty of Computing Technologies and Information Systems. I have a goal, knowledge and skills to achieve it. I'm looking for a job as a Unity developer or assistant developer. I am ready to give my best to the work. I am ready to work in the office or online.

Skills

Unity delopment	Very good
SQL	Good
Git	Moderate
creating software requirements specification	Good
Microsoft products	Very good

Languages

English	Good
Ukrainian	Very good

Education

Sep 2022 - Jul 2025	**bachelor's degree** **Bohdan Khmelnytsky National University of Cherkasy, Cherkasy** Studied at the Faculty of Computer Science and Information Technology. Specialization - software engineering.

Sep 2018 - Jun 2022	**junior specialist** **Polytechnic College of Oleksandriya, Olexandria** Specialization - software engineering.
Sep 2009 - Jul 2018	**secondary education** **Taras Shevchenko Gymnasium №1, Olexandia**

Courses

Present	**Unity developing by BidOn Games studio** Courses on Unity programming. Learning the basic elements and mechanics.

Hobbies

■ Basketball

■ Simming

■ Cinema

■ Computer games

■ Music

Achievements

Some works:

https://github.com/DanAnd13/Arkanoid

https://github.com/DanAnd13/Survival

https://github.com/DanAnd13/Space-Shooter-3D-

I learn quickly and easily adapt to different conditions and situations. I prefer personal, not work-related, communication.