DENIS YURKOV
UNITY DEVELOPER

PROFILE INFO

I created various games in a team, studied and practised the intricacies of C# and Unity. Tried my hand at creating 3D graphics and Level design, and did various programming projects.

I learned how to work in a team, and met really talented people who took my knowledge to a new level.

PROFESSIONAL SKILLS

- **Unity**
- **C#**
- **Git**
- **OOP Principles**
- **SOLID**
- **Design Patterns**
- **MVC**

COMMUNICATIVE SKILLS

- **Teamwork**
- **Adaptability**
- **Feedback**
- **Openness**
- **Communicative**

EDUCATION

**ENGINEER OF
GAME AND INTERACTIVE MEDIA DESIGN**

Collegium Da Vinci | 2020 - Present

WORK EXPERIENCE

UNITY DEVELOPER (INTERN)

ROBOT GENTLEMAN | JUL 2022 - SEP 2022 · 3 MOS

- Developing climate and environment themed project led by Robot Gentleman

UNITY DEVELOPER (INTERN)

ROCK GAME | JUL 2021 - OCT 2021 · 4 MOS

- Developing Hyper Casual Games
- Optimizing games for mobile devices
- Creating prototypes and game core mechanics

STUDENT PROJECTS

- Programming the game logic, core mechanics, and led the team
- Working with a game designer, graphics and other programmers.
- Using Hack Plan, Trello, Git, Zenject
- Creating various level design projects, made my own small pet projects, on which I learned something new.