DENIS YURKOV
UNITY DEVELOPER

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PROFILE INFO

I created various games in a team, studied and practiced 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**
- **Design Patterns**
- **SOLID**
- **Zenject**

WORK EXPERIENCE

UNITY DEVELOPER (INTERN)

ROBOT GENTLEMAN
JUL 2022 - SEP 2022 · 3 MOS

- Developing climate and environment themed project led by Robot Gentleman

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.

LANGUAGES

- **Polish (C1)**
- **English (B2)**
- **Belarusian (Native)**
- **Russian (Native)**

EDUCATION

ENGINEER OF GAME AND INTERACTIVE MEDIA DESIGN

Collegium Da Vinci (Poznań, Poland)
2020 - Present