# DENIS YURKOV

## UNITY DEVELOPER

PORTFOLIO

EMAIL

GITHUB

ITCH.IO

LINKEDIN

## 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

## 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)**

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.