Unity Developer
Cătălin Tăbîică

👤 21 age

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About me

I am a passionate developer with over 4 years of experience in Unity, working on solo projects and participating in game jams such as Ludum Dare and the Game Jam USM. I released the 3D horror game "Anaria" on Steam, officially available on the platform, as well as the 2D game "The Rabbit (Demo)" on Google Play.
I am currently developing a greatly improved remake, "ANARIA: Reborn", already listed on Steam, with its official launch scheduled for August 18.
Alongside my personal project, I am collaborating with two creators on a game inspired by REPO, where I handle all Unity development and programming; the prototype already includes core functionality and procedural generation for each level.
I also participated in the Startup 101 – YEP! Moldova program and worked as a mass-media coordinator at the Ocnița District Council, where I achieved top results within my team.

Preferences

- Full-time
- No fixed schedule
- Part-time
- Flexible
- On-site
- Hybrid (Office/Home)

Desired field

- IT, Tech

Languages

- Romanian · Native
- English · Conversational

Studies: Incomplete higher education

Constantin Stamati Theoretical High School
Graduated in 2023

Moldova State University (USM)
Currently studying

Skills

- Unity 3D
- Unity 2D
- Wwise
- FMOD
- Time management
- Teamwork
- UX
- C# programming
- Efficient problem-solving
- Analytical thinking

Courses, trainings

Startup 101
Completed in 2022
Organizer: YEP! Moldova

Future Creatives – Startup Training
Completed in 2025
Organizer: Mediacor / USM (Moldova State University)