

Khodakovskiy Yaroslav

Year of birth: 1994

Location: Kyiv, Ukraine

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Applying for the post: Junior Unity3D game developer

Wished work schedule: Part-time

Skills:

Programming languages:	C#, Java, C++
OS:	Windows
Development environments:	Unity3D, MS Visual Studio
DB:	SQLite
Technologies:	Git, OpenGL, GLSL, XNA\Monogame

Education: 09. 2012 – Current time Taras Shevchenko National University of Kyiv, faculty of Cybernetics.

English level: Intermediate.

Additional information: Have no working experience but have several small projects ([reference](#)) written to obtain practical experience.

Large gaming experience, keen on this topic. High understanding of mathematics (particularly, analytic geometry), physics.