Roman Shabalinsky

Belarus

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Summary

I'm Unity Developer and I'm creating hypercasual games with my team.

Experience

Unity Developer
SayGames
Jun 2021 - Present (5 months +)

Unity Developer
Предприниматель
Nov 2020 - May 2021 (7 months)
I have a team of 3 people, me as Unity Developer, also we have Game Designer and Blender Aritst. We are creating hypercasual games working full-time.

Unity Developer
Primeta Games
Dec 2019 - Oct 2020 (11 months)

Education

Belarusian State University of Informatics and Radioelectronics
Programmer-engineer
2015 - 2020

Minsk College of Business
Technical programmer
2011 - 2015

Skills

C# • .NET • Английский язык • Git • Unity • Игровой дизайн • Видеоигры • Разработка игр • Photoshop