



## VERBANOV ILYA

### КОНТАКТИ

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### МОВИ

|           |       |
|-----------|-------|
| English   | ●●●●○ |
| Russian   | ●●●●● |
| Ukrainian | ●●●●● |

### НАВИЧКИ

|              |       |
|--------------|-------|
| C            | ●●○○○ |
| C#           | ●●●●○ |
| Unity        | ●●●●○ |
| Addressables | ●●●●○ |
| Zenject      | ●●●●○ |
| Photon       | ●●●●○ |
| C++          | ●●●○○ |
| Java         | ●●●○○ |

### ХОБИ

I am a musician and play in a post black metal band called "Mortui Vultus".

Indie game development

### ПРО СЕБЕ

Bik: 18

Unity Developer ( **Middle** ) with over 2.5 years of commercial experience.

Worked on **Gumble, ASO, MFO** applications. Worked on **hyper casual** games and **PC horror** games.

I am working solo indie horror project with a dozens of fans.

### ДОСВІД РОБОТИ

#### JUNIOR UNITY DEVELOPER

11/2020 - 03/2022

QPLAZE

Worked on hyper casual games. Worked in a team with other developers, 3D artists and QA engineers. Gained experience working with a version control system(**Git**), Gained experience working with **Trello, Photon**

#### JUNIOR+ UNITY DEVELOPER

04/2022 - 07/2022

HITBERRY GAMES

Worked on hyper casual games. Worked in a team with other developers, 3D artists and QA engineers. Gained experience working with **Odin Inspector, Zenject**.

#### MIDDLE UNITY DEVELOPER

11/2022 - 08/2023

ORBITRUSH

Worked on **ASO, MFO, Gamble** applications. Gained experience working with **Client-Server** relationships, **Restful API, Addressables** and **UniRx** technologies

### ОСБІТА

#### NATIONAL UNIVERSITY "ODESSA POLYTECHNIC"

2022 - 2026

Institute Computer Systems

Bachelor, Software Engineer

I am still **studying** at this university