Info

**Age:** 18

**City:** Mykolaiv

Contact

**Phone:**

+380951340039

**Email:**

semenchuk2001ivan@gmail.com

**Telegram:**

@Street\_Wizard

Skills

OOP  
C++  
Java

Languages

English - Intermediate

Summary

I am friendly, responsible, optimistic, interested in IT and love to learn. Currently studying computer science at National University of Shipbuilding. First game was created with a team at the university and second by myself by me based on the sensations of the game “Out There”

Projects

**The Labyrinth Master**

This game was a class project for university. There is a labyrinth, a ball inside and a user should tilt the labyrinth to get the ball through it to the exit. I developed it within a team where I was the main developer. I created the main logic, UI, Control of the game. I used Unity Animation for animating UI**.**

**Space Travel**

This game belongs to the genre of indi-games.

Main plot: the protagonist travels on a cosmic map to learn the history of the spacecraft Aurora and remember what happened with him in the past. The hero must monitor the condition of his spaceship and amount of the resources to travel through space. Resources can be replenished by visiting the planets in different solar systems.

Education

Studying at Admiral Makarov National University of Shipbuilding

Semenchuk Ivan