




IVAN HOINA

UNITY GAME DEVELOPER

 Kyiv, Ukraine

 hoina_ivan@ukr.net

EDUCATION

 **BACHELOR**

STATE UNIVERSITY OF
INFORMATION AND
COMMUNICATION
TECHNOLOGIES, KYIV
2024

Information Systems and
Technologies

- Computer Networks
- Information Systems
- Unity Mobile Application
Development

SKILLS

Unity

C#

OOP

SOLID

Git

AI(A*)

UI

Design Patterns

Unity Game Services

Scriptable Objects and
Architecture


DI

Teamwork

LANGUAGES


- ☐ Ukrainian, native
- ☐ English, level B2

ABOUT ME



Unity Game Developer with 2 years of experience in game development using Unity. My qualities include independence, communication skills, responsibility, and a desire for professional growth. My main goal is to create engaging, innovative games that provide enjoyment to players and gain popularity in the market. Always open to new knowledge in the field and use every opportunity to develop my skills.

WORK EXPERIENCE

 **UNITY GAME DEVELOPER | FEB 2021 - SEP 2022**


24PLAY, KYIV

Strong Junior

Created more than 6 hyper-casual prototypes in a team with a 3D designer.

Responsibilities:


- Implementation of game mechanics
- Player interface layout
- SDK setup
- Optimization for mobile devices
- Level design
- Release preparation

 **GAME DEVELOPMENT TEACHER | NOV 2023 - AUG 2024**

GOITEENS, REMOTE

Responsibilities

- Conducting classes
- Checking completed tasks
- Preparing additional class materials
- Mastering the game development course program using Unity


 **UNITY DEVELOPER ON PROJECT | OCT 2024 - JAN 2025**

EJAW, REMOTE

Updated 6 projects on the Unity engine from versions 2017-2019 to the current version 2022 while maintaining full functionality.

Responsibilities:

- Project updates
- Functionality restoration
- Publishing projects on Google Play

 **NEXT OPPORTUNITY HORIZON**

REFERENCES

 **PORTFOLIO**

<https://just0simon.github.io>

 **GIT HUB**

<https://github.com/Just0Simon>