




IVAN HOINA

UNITY GAME DEVELOPER

-  Kyiv, Ukraine
-  Protected
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EDUCATION

BACHELOR

STATE UNIVERSITY OF
INFORMATION AND
COMMUNICATION
TECHNOLOGIES, KYIV
2024

Information Systems and
Technologies

- Computer Networks
- Information Systems
- Unity Mobile Application
Development

SKILLS

Scriptable Objects and
Architecture

Unity Game Services

Design Patterns

SOLID

AI Pathfinding

AdMob

Shader Graph

Firebase

Unity Physics

Unity

Optimization

Tweening

Animations

Teamwork

OOP

IAPs

C#

Git

UI

DI

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 2022 - 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

LANGUAGES

- Ukrainian, native
- English, level B2

REFERENCES

- PORTFOLIO
| <https://just0simon.github.io>

- GIT HUB
| <https://github.com/Just0Simon>