



# Palina Mikhailava

UNITY 3D DEVELOPER & FONTEDEVLEADER



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## ABOUT ME

Hi! Now I'm Unity Developer. I have 3 years of work experience and at the beginning I work as Full Stack Web Developer.

## EDUCATION

### ENGINEER-PROGRAMMER

— 2017 – 2021

Polotsk State University

## WORK EXPERIENCE

### Fullstack Web Developer

### Presentation landing - Web

— 2019 – 2020

I design and develop a landing page for advertisements or add a page to the site using the predefined style. You can see some projects on my [Github](#).

And design projects can be viewed on the [Figma](#): [mobile app](#) and [landing page presentation](#)

### Three.js Developer

### Three.js Project - Web + 3D

— 2021 – 07.2021

I worked with the development team on the project using the Three.js library. In the project, I was engaged in displaying and creating 3D objects and their location on the scene, as well as drawing the warehouse (racks and data about them) using Three.js on the scene depending on selected characteristics. The release version can be viewed [here](#).

### Unity 3D Developer

### Warehouse3D - Unity

— 08.2021 – until now

I'm developing a 3D project that takes data from a database and fills a "virtual" warehouse. You can walk around the warehouse, click on the box and get information about it.

As well the application implemented filter sorting places in the warehouse, filter on filling places, etc.

Presentations can be seen on the [video](#).

## LANGUAGES

### ENGLISH

— ELEMENTARY A2

I read all technical documentation in English, learn the language with SkyEng + Series with subtitles.

### RUSSIAN

— Advanced C2

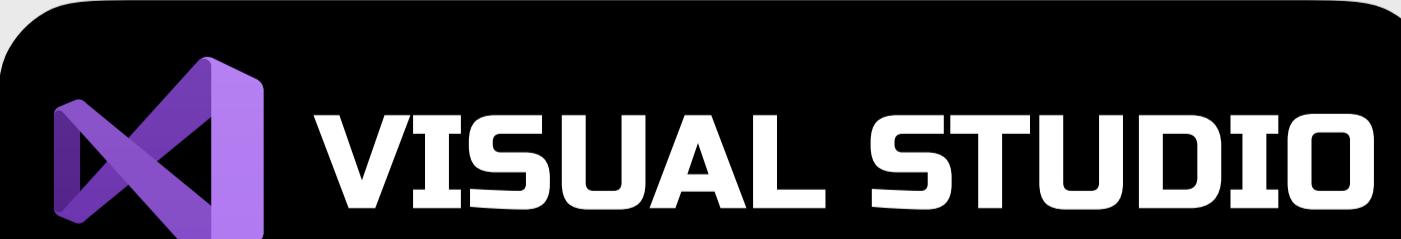
Native language.

### BELORUSSIAN

— Advanced C2

Native language.

## SKILLS



VISUAL STUDIO



UNITY



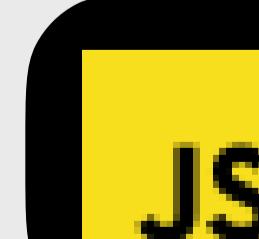
RIDER



BLENDER



CSHARP



JS JAVASCRIPT



SASS/SCSS



THREE.JS



HTML



CSS



FIGMA



GIT



SOURCETREE



LINUX