

# DZMITRY LIAONAU

## UNITY DEVELOPER

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<https://ljvon4ik.github.io/>

[in](#) [Linkedin](#)

## SUMMARY

I went through the entire development life cycle: from creating an idea, planning mechanics, architecture, and ending with publication in the Play Market.

## SKILLS

- Unity Engine
- C#
- English (A1), Polish (B1), Russian (C2), Belarusian (C2)
- 2D, 3D, Puzzle, Platformer, Hyper-casual.
- OOP
- SOLID
- Zengect
- Design patterns
- Android
- Optimization

## WORK EXPERIENCE

### INDIE GAMES DEVELOPER

LewaDew • 2020 - Present

- Using Visual Studio and C# (C Sharp) to create game logic, mechanics and interaction between game elements.
- Working in the Unity Engine, including working with scenes, objects, components, animation, physics and other aspects of development in the Unity environment.
- Development of game mechanics, creation of interesting levels and game events.
- Working with graphics and animation in Unity, including creating and setting up effects, animations of characters and objects.
- Creation of user interfaces (UI), menus, control panels and other elements that provide a clear and pleasant interaction with the game.
- Integration and customization of audio effects, sound tracks and music in the game.
- Working with assets (models, textures, sounds, etc.) in Unity, I have experience with the Asset Store.

## EDUCATION

### MASTER OF SCIENCE IN MECHANICAL ENGINEERING

Belarusian State University of Transport • 2012–2018

## CERTIFICATIONS

### UNITY JUNIOR PROGRAMMER

[Unity Technologies](#) • 2023

### UNITY ESSENTIALS PATHWAY

[Unity Technologies](#) • 2022

## LINKS

### PORTFOLIO

<https://ljvon4ik.github.io/games.html>