



**Kyrylo Mamrosenko**  
UnityDeveloper

Kiev, Ukraine  
+380989752663  
mamros.k@gmail.com

[Telegram](#)

[LinkenIn](#)

[GitHub](#)

## Profile

I am a Unity Developer with a solid foundation in C# and over a year of self-education through online courses and hands-on projects. I have experience developing interactive 3D and 2D games for both desktop and mobile platforms, focusing on performance optimization and API integration. I am adaptable, quick to learn new technologies, and capable of working both independently and in teams to achieve project goals. Passionate about creating immersive, engaging experiences, I bring strong communication skills and a collaborative work style.

## Expirience

### TetrisPuzzle Game

2D, UI, Particle system.

Game made from scratch, the algorithm gives a set of pieces that you need to fill the board.

### BlockSliding Game

3D, UI, Physics, Ragdoll, Particle system, Object pulling  
Simple block sliding game

### HoleVSMonsters Game

3D, GoogleAds, Animations, Physics, runtime mesh vertices modification  
Waves of monsters approaching to heavens portal, you need to catch them.

## Education

### **DevelopmentCourses at GameDev.tv:**

Complete C# Unity Game Developer 3D Online Course  
Complete C# Unity Game Developer 2D Online Course  
Unity RPG Bundle: Intermediate C# Game Coding  
Unity Turn Based Strategy: Intermediate C# Coding

### **Self education, YouTube:**

Tutuorials from CodeMonkey, Tarodev, Epitome, Brackeys, SimpleCode, Eccentric Games, Hamza Herbou, Blackthornprod

## Skills

GameDevelopment  
Unity  
OOP  
C#  
Blender  
Git

## Languages

English conversational  
Ukranian native  
Russian native