

Khymych Bohdan

Unity Game Developer (Mid-Level)

English: B1-B2 – Intermediate level (Working proficiency)

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Summary


Unity Game Developer with 3+ years of commercial experience in full-cycle 2D/3D mobile game development. Strong skills in C#, Unity Engine, and software architecture patterns (MVC, DI, SOLID). Published 4+ mobile games on iOS/Android. Passionate about writing maintainable and optimized code. Experienced in integrating monetization, animations, and game logic systems. Collaborative team player with strong communication skills.

Tech Stack

- Languages: C#
- Architecture: SOLID, MVC, DI (Zenject), TDA, KISS, DRY, YAGNI
- Mobile SDKs: Google Mobile Ads (AdMob), Unity IAP, Firebase
- Tools: Unity Profiler, Xcode, Git, Plastic SCM, Sourcetree, JIRA, Figma
- Animation/UI: DOTween, Unity Timeline, Animator Controller
- Other: Shaders, Particle System, Addressables, Analytics, Optimization, Localization, UniTask, SO, UI ToolKit, VFX

Experience

Unity Developer — Five Systems Development

 July 2022 – Present

Key Responsibilities:

- Developed and released several cross-platform mobile games.
- Integrated in-app purchases and AdMob monetization.
- Worked with shaders, animations, and UI/UX logic.
- Implemented dependency injection for scalable and maintainable code architecture.
- Integrated various features based on project requirements.
- Maintained existing projects and developed new ones from scratch.

- Optimized code, improved performance, and ensured clean project architecture.

Key Projects:

- ABC Reading & Writing for Kids => [iOS](#) & [Android](#)
- Cartesian Graph Coordinates – [iOS](#) & [Android](#)
- Fitness and Sport for Kids – [iOS](#) & [Android](#)
- Crypto Runner Go (solo project) – [iOS](#)

Education

Vinnitsia National Technical University

Computer Engineering, 2020 – 2024

Certificates

- Unity 2D Game Development – Udemy => [Link](#)
- 2D Platformer Game in Unity – Udemy => [Link](#)
- RPG Core Combat Creator (Intermediate) – Udemy => [Link](#)