

Denys Chebotaiev

Game Developer

Address Kyiv, Ukraine

Phone +380668401635

E-mail denis.chebotaiev@gmail.com

WWW mrveato.com

LinkedIn <https://www.linkedin.com/in/mrveato>

Hardworking and passionate game developer with strong organizational skills. Ready to solve tough problems to achieve project goals.

Technical Profile

- HTML5
- JavaScript
- GitHub
- Photon
- PlayFab
- Firebase
- GameAnalytics
- Google Analytics

Competencies

Game design

Game prototypes

Self-Motivated

Creative writing

Work History

2022-09 - Current

Game Designer

GameDev Camp

- Assisted idea generation and prototyping to assess content effectiveness.
- Created core game storylines, role-play mechanics and character biographies for new video game.

2021-09 - Current

Game Developer

Reyo Media Cyprus Ltd., Nicosia

Programming of casual web games, creating prototypes with banner, interstitial and video ads + analytics events.

2020-11 - Current

Game Developer

Upwork

Top Rated Freelancer.

I'm always ready to offer new solutions, share my experience, discuss and make as many modifications for the benefit of the final product as only needed.

2020-09 - 2022-09

Teacher

BroBots — Alternative Full-Time Engineering School, Kyiv

Teacher of Game Development.

"Denys worked at #brobots private school for two years. During this time, I became convinced of Denys's professionalism. He has always been very calm and structured. He clearly knew his goal and went for it. Denys understands the importance of education, that's why he taught children, and that's why he continues to learn. I saw how organized and purposeful Denys can be. Working

for two years at #brobots, Denys managed hundreds of children during his lessons and organized the students' project work."

Olena P. | Head of General Education

Jul 2022

2021-07 - 2022-01

Consultant. Programmer

Wolf Escape Games Ltd., London

Development and design of puzzle prototypes and game features, as briefed.

Collaborative management of the main game code including integrating new features, bug fixing, testing and maintenance, as instructed.

Consultancy on improvements that can be made to the project structure and approach from a programming and game design perspective, as requested.

Assistance with the packaging, deployment and hosting strategy of online escape rooms games.

"We hired Denys to create some puzzle prototypes and help us refine the approach of our virtual escape game. He was extremely passionate about our project and incredibly hard working. Denys is a very committed programmer who enjoys solving tough problems. His code is clean, well presented and follows good practices. He helped our project a lot with his knowledge and enthusiasm and we enjoyed working with him."

Sam B. | Director

Oct 2021

Education

2019-09 - 2023-05

Bachelor of Science: Software Engineering

State University of Trade And Economics - Kyiv, Ukraine

Languages

English: B2

Ukrainian: Native

Russian: Native

Hobbies

Bass guitar, synthesizers