


 Warsaw, Poland

## CONTACTS

 [aliaksandr-kanonik](#)

 [NooBITTo](#)

 [aleksndrkanonik93@gmail.com](mailto:aleksndrkanonik93@gmail.com)

## SKILLS

- Unity
- C#
- OOP
- ECS
- Photon Network
- SOLID
- GoF and Game Patterns
- DI (Zenject)
- GIT
- VR Games
- Mobile Games

## Languages

- Russian (Native)
- English (B2 - Upper-Intermediate)
- Polish (A2 - Pre-Intermediate)

## EDUCATION

### MASTER'S DEGREE

Belarusian-Russian University  
2015 - 2016  
*Power Engineering*

### BACHELOR OF SCIENCE

Belarusian-Russian University  
2010 - 2015  
*Electro drivers automatisation*

# Aliaksandr Kanonik

## UNITY DEVELOPER

Result-oriented Unity developer 3+ years experience. Have expertise in gameplay mechanics, multiplayer on multiplatforms, application architecture design. Also work with Android, iOS mobile platforms, WebGL platform, desktop and standalone VR devices (Oculus Quest, PICO, HTC, WMR, Steam Index). Have experience in training groups of people and mentoring junior colleagues.

## EXPERIENCE

APR 2021  
PRESENT

### UNITY DEVELOPER

#### *Iridescent Studio / Abelana VR Poland*

Educational products and games on Unity engine for VR Headsets (PC VR + Standalone) and apps for iOS and Android, WebGL. Hypercasual games on Unity engine.

Was the participant in the next projects:

- [BlitzBullet](#)
- [Visceral Science VR](#)
- [Near the Speed of Light \(Mobile + VR\)](#)
- [Visceral Science Independent Mobile](#)
- [Gravity Simulator](#)
- [Visceral Science Web](#)
- [Near the Speed of Light Web](#)

MAR 2021  
APR 2021

### Unity Developer | Iridescent Studio

A participant of a team in Say Games One Month Hackathon. The purpose was create as many as possible hyper casual game prototypes. I worked as a unity developer. Wrote two ([Inhabitable Planets](#); [Habbitable Donuts](#)) prototypes and was participant in four others ([LockIn](#); [Blitz Bullet](#); [Rubic Sphere](#); [Runner Coin](#); [Flying Card](#)).

AUG 2018  
APR 2021

### Department of Integration Specialist | Intermech

Collecting requirements from customer. Writing integration documents. Training customers' employees to use Intermech software. Integration and setup Intermech software in customers' organisations.

## COURSES

JUL 2021  
DEC 2021

### Mobile Games Architecture for Professionals (Unity) *K-Syndicate*

MAR 2020  
SEP 2020

### Unity Developer *IT Academy*

OCT 2019  
DEC 2019

### C# *IT Academy*