

 Warsaw, Poland

CONTACTS

 [aliaksandr-kanonik](#)

 [NooBITTo](#)

 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 (B1 - 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 with 2+ years experience. Have expertise in gameplay mechanics, multiplayer on multiplatforms, application architecture design. Also work with Android, iOS mobile platforms, desktop and standalone VR devices (Oculus Quest 2, PICO Neo 3, HTC Vive, WMR, Steam Index). Have experience in training groups of people and mentoring junior colleagues.

EXPERIENCE

APR 2021
PRESENT

UNITY DEVELOPER | *Iridescent Studio*

Educational products and games on Unity engine for VR Headsets (PC VR + Standalone) and apps for iOS and Android. 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](#)

MAR 2021
APR 2021

Unity Developer | *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).

AUG 2018
APR 2021

Department of Integration Specialist | *Intermech*

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

AUG 2016
AUG 2018

PCB Designer | *Zenith*

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*