

# Bazaiev Yurii

## Unity Game Developer



<b>Contact Information, links</b>	<p>Snihurivka, Mykolaiv, 57300, Ukraine. Mail: <a href="mailto:bazaiev.yurii@gmail.com">bazaiev.yurii@gmail.com</a> Linkedin: <a href="https://www.linkedin.com/in/bazaiev-yuri">linkedin.com/in/bazaiev-yuri</a> Skype: <a href="#">diital_punk</a> Portfolio: <a href="https://oxayaza.github.io">oxayaza.github.io</a></p>
<b>Summary</b>	<p>Game developer with two years of game development experience in Unity and 8 years of website development experience as a Frontend developer. A good team player who thrives on creating stable working solutions, is deadline-oriented, attentive to details, and can quickly learn new concepts and technologies.</p>
<b>Languages</b>	<p>English Intermediate B1, Ukrainian Native.</p>
<b>Technical skills</b>	<p><b>Generic programming:</b> OOP, SOLID. <b>Programming Languages:</b> C#, JavaScript (ES5/ES2015), Python. <b>Databases:</b> MongoDB. <b>Development tools:</b> Unity, JetBrains IDEs, Blender, Figma, Adobe Photoshop, and Illustrator. <b>Other:</b> Unity addressable asset system, Unity Ads, Google AdMob, Unity Netcode for GameObjects (NGO), SteamVR Unity plugin, Unity Editor Extensions, Inverse Kinematics, React.js.</p>
<b>Soft skills</b>	<p>Time management, communication, flexibility, self-learning, problem-solving, teamwork, creativity, attention to detail.</p>
<b>Work Experience</b>	<p><b>Cartified</b> <b>Unity Game Developer (Jan 2022 – Present)</b></p> <p><b>Achievements:</b></p> <ul style="list-style-type: none"><li>• Developed complex and universal minimap system that includes: the ability to add and manage different map layers; editor extension and UI for rendering map tiles; using Unity's addressable asset system to optimize memory usage.</li><li>• Created a game points system.</li><li>• Developed a physics-based vehicle flip system.</li><li>• Created several visual effects using the Unity particle system.</li><li>• Worked with MongoDB.</li><li>• Used Discord Game SDK to change the status in Discord.</li><li>• Added a lot of interface elements like a popup confirmation window, various checkboxes, range sliders, and dropdowns on the Options screen.</li><li>• Improved game performance by code optimization.</li></ul> <p><b>Tools &amp; Technologies:</b> Unity, C#, MongoDB, Unity Addressables, Unity UI, UI Toolkit, Particle System, Coroutines, ObjectPool, JetBrains IDEs, Blender, Figma.</p> <p><b>Projects:</b> <a href="#">War Riders</a> - Post-apocalyptic MMO game based on the blockchain.</p>

## GeeksForLess Inc.

Frontend Developer (Dec 2020 – May 2022)

### Responsibilities:

- Website development for customers by using React.js and Sass.
- Carrying out quality assurance tests to discover errors and optimize code.
- Work with website design in Figma and Adobe Photoshop.

**Tools & Technologies:** React.js, Sass, JavaScript, Strapi, Webpack, JetBrains IDEs, Photoshop, Illustrator, Figma.

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## TemplateMonster.com

Frontend Developer/Lead Frontend Developer (Oct 2015 – Nov 2020)

### Responsibilities:

- Creating websites and website templates by using standard HTML/CSS/JS practices, combined with Pug and Sass preprocessors.
- Updating and improving legacy website templates already on the marketplace.
- JavaScript and jQuery plugins development.
- Carrying out quality assurance tests to discover errors and optimize code.
- Consulting developers on website development.
- Management of a small team of 3-5 people.
- Work with website design in Figma and Adobe Photoshop.

**Tools & Technologies:** JavaScript, HTML, CSS, Pug, Sass, Less, Gulp, Node.js, Express.js, jQuery, Bootstrap, Mocha, JetBrains IDEs, Photoshop, Illustrator, Figma.

### Projects:

[Intense2](#) - Multipurpose Website Template.

[MonsterAdmin](#) - Admin Dashboard Templates.

[Tasty](#) - Cafe and Restaurant Website Template.

## Education

### Admiral Makarov National University of Shipbuilding

Master of Science (MS), Marine Instrumentation, Precision Mechanics Devices  
2010-2016