Bazaiev Yurii
Game Developer and Frontend Developer

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Summary	Unity Game Developer with 3 years of games development experience and 8 years of 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.
Languages	English Intermediate B1, Ukrainian Native.
Technical skills	**Generic programming:** OOP, SOLID. **Programming Languages:** C#, JavaScript (ES5/ES2015), TypeScript, Python. **Other Languages:** HLSL, Cg, HTML, CSS, Sass, Pug. **Databases:** MongoDB, Realm (MongoDB Atlas Device SDK). **Development tools:** JetBrains IDEs, Unity, Blender, Figma, Adobe Photoshop, and Illustrator. **Other Technologies:** Unity addressable asset system, Unity Ads, Google AdMob, Firebase (Crashlytics, Remote Config, Analytics, Firestore), Unity Netcode for GameObjects (NGO), SteamVR Unity, Unity Editor Extensions, Inverse Kinematics, Node.js, React.js, Express.js, Webpack, Gulp.
Soft skills	Time management, communication, flexibility, self-learning, problem-solving, teamwork, creativity, attention to detail.
Work Experience	**TAB Apps** **Unity Game Developer (Nov 2023 – Present)** **Achievements:** ● Developed from scratch applications for Windows, iOS and Android. ● Released applications on App Store and Google Play. ● Created a test web server to simplify work, testing, and conversion of application data. ● Developed shaders and components to extend Unity UI capabilities. ● Integrated and configured various SDKs (Realm, Firebase, Adapty). **Tools & Technologies:** Unity, C#, Realm (MongoDB Atlas Device SDK), Firebase (Crashlytics, Remote Config, Analytics, Firestore), Adapty, Unity UI, UI Toolkit, Particle System, UniTask, PrefabPool, JavaScript, Node.js, Express.js, JetBrains IDEs, Figma. **Projects:** Lovly - Visual novel in the form of a chat with various characters.

Cartified
Unity Game Developer (Jan 2022 – Dec 2023)

Achievements:
- 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.
- Created a game points system.
- Developed a physics-based vehicle flip system.
- Created several visual effects using the Unity particle system.
- Worked with MongoDB.
- Used Discord Game SDK to change the status in Discord.
- Added a lot of interface elements like a popup confirmation window, various checkboxes, range sliders, and dropdowns on the Options screen.
- Improved game performance by code optimization.

Tools & Technologies: Unity, C#, MongoDB, Unity Addressables, Unity UI, UI Toolkit, Particle System, Coroutines, ObjectPool, JetBrains IDEs, Blender, Figma.

Projects:
[War Riders](#) - Post-apocalyptic MMO game based on the blockchain.

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.

Projects:
[Sandals](#) - Resorts Website.

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