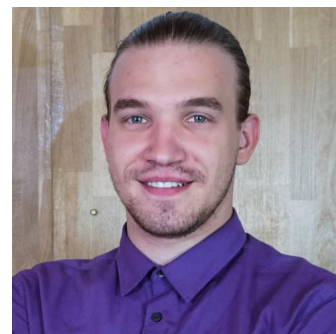


Bazaiev Yurii

Unity Game Developer



Contact Information, links	<p>Snihurivka, Mykolaiv, 57300, Ukraine. Mail: bazaiev.yurii@gmail.com Linkedin: linkedin.com/in/bazaiev-yuri Skype: diital_punk Portfolio: oxayaza.github.io</p>
Summary	<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>
Languages	<p>English Intermediate B1, Ukrainian Native.</p>
Technical skills	<p>Generic programming: OOP, SOLID. Programming Languages: C#, JavaScript (ES5/ES2015), TypeScript, Python. Databases: MongoDB. Development tools: Unity, JetBrains IDEs, Blender, Figma, Adobe Photoshop, and Illustrator. Other: Unity addressable asset system, Unity Ads, Google AdMob, Unity Netcode for GameObjects (NGO), SteamVR Unity plugin, Unity Editor Extensions, Inverse Kinematics, React.js.</p>
Soft skills	<p>Time management, communication, flexibility, self-learning, problem-solving, teamwork, creativity, attention to detail.</p>
Work Experience	<p>Cartified Unity Game Developer (Jan 2022 – Present)</p> <p>Achievements:</p> <ul style="list-style-type: none">• 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. <p>Tools & Technologies: Unity, C#, MongoDB, Unity Addressables, Unity UI, UI Toolkit, Particle System, Coroutines, ObjectPool, JetBrains IDEs, Blender, Figma.</p> <p>Projects: War Riders - Post-apocalyptic MMO game based on the blockchain.</p>

Frontend Developer (Dec 2020 – May 2022)

- 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.

Projects:

Sandals - Resorts Website.

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

- 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.

Projects:

[Intense2](#) - Multipurpose Website Template.

[MonsterAdmin](#) - Admin Dashboard Templates.

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

Admiral Makarov National University of Shipbuilding

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