Bazaiev Yurii
Unity Game Developer

Contact Information	Snihurivka, Mykolaiv, 57300, Ukraine. Mail: bazaiev.yurii@gmail.com Linkedin: linkedin.com/in/bazaev-yuri Skype: diital_punk
Summary	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.
Languages	English Intermediate B1, Ukrainian Native.
Technical skills	**Generic programming:** SOLID, OOP, DRY. **Programming Languages:** C#, JavaScript (ES5/ES2015), 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.
Soft skills	Time management, communication, flexibility, self-learning, problem-solving, teamwork, creativity, attention to detail.
Work Experience	### Cartified **Unity Game Developer (Jan 2022 – Present)** **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 - The first MMO game of earning cryptocurrency and blowing up cars.

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, JetBrains IDEs, Photoshop, Illustrator, Figma.

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, jQuery, Bootstrap, Mocha, JetBrains IDEs, Photoshop, Illustrator, Figma.

Projects:
Intense - Multipurpose Website Template.
MonsterDashboard - 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