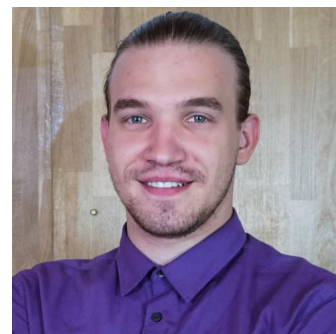


# Bazaiev Yurii

## Frontend Developer and Game Developer



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<b>Summary</b>	<p>Frontend developer with 8 years of website development experience and two years of experience as a Unity Game 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> JavaScript (ES5/ES2015), C#, Python. <b>Other Languages:</b> HTML, CSS, Sass, Less, Pug. <b>Frameworks and Libraries:</b> React.js, Express.js, jQuery, Bootstrap. <b>Build tools:</b> Webpack, Gulp. <b>Databases:</b> MongoDB. <b>Development tools:</b> JetBrains IDEs, Unity, Blender, Figma, Adobe Photoshop, and Illustrator. <b>Other Technologies:</b> Unity addressable asset system, Unity Ads, Google AdMob, Unity Netcode for GameObjects (NGO), SteamVR Unity plugin, Unity Editor Extensions, Inverse Kinematics.</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> <hr/> <p><b>GeeksForLess Inc.</b> <b>Frontend Developer (Dec 2020 – May 2022)</b></p> <p><b>Responsibilities:</b></p> <ul style="list-style-type: none"><li>• Website development for customers by using React.js and Sass.</li><li>• Carrying out quality assurance tests to discover errors and optimize code.</li><li>• Work with website design in Figma and Adobe Photoshop.</li></ul> <p><b>Tools &amp; Technologies:</b> React.js, Sass, JavaScript, Strapi, Webpack, JetBrains IDEs, Photoshop, Illustrator, Figma.</p> <hr/> <p><b>TemplateMonster.com</b> <b>Frontend Developer/Lead Frontend Developer (Oct 2015 – Nov 2020)</b></p> <p><b>Responsibilities:</b></p> <ul style="list-style-type: none"><li>• Creating websites and website templates by using standard HTML/CSS/JS practices, combined with Pug and Sass preprocessors.</li><li>• Updating and improving legacy website templates already on the marketplace.</li><li>• JavaScript and jQuery plugins development.</li><li>• Carrying out quality assurance tests to discover errors and optimize code.</li><li>• Consulting developers on website development.</li><li>• Management of a small team of 3-5 people.</li><li>• Work with website design in Figma and Adobe Photoshop.</li></ul> <p><b>Tools &amp; Technologies:</b> JavaScript, HTML, CSS, Pug, Sass, Less, Gulp, Node.js, Express.js, jQuery, Bootstrap, Mocha, JetBrains IDEs, Photoshop, Illustrator, Figma.</p> <p><b>Projects:</b> <a href="#">Intense2</a> - Multipurpose Website Template. <a href="#">MonsterAdmin</a> - Admin Dashboard Templates. <a href="#">Tasty</a> - Cafe and Restaurant Website Template.</p>
<b>Education</b>	<p><b>Admiral Makarov National University of Shipbuilding</b> Master of Science (MS), Marine Instrumentation, Precision Mechanics Devices 2010-2016</p>