Oleg Leșan

Personal details

👤 Oleg Leșan

✉️ oleg.lesan1234@gmail.com

📞 068791511

🏠 Republic of Moldova, R.Criuleni, s. Boscana 4813
4813 Boscana

📅 September 13, 2002

⚧ Male

🚩 Republic of Moldova

🌐 oleglesan.itch.io

Skills

C# programming

Unity gameplay mechanics

Physics and collisions in Unity

UI design and menu systems

Animation implementation in Unity

Working with 3D assets, materials, and visual effects

AI Tools Proficiency (ChatGPT, Midjourney)

Sourcetree

Git version controle

Profile

Unity Developer with experience in C# programming and 3D game development. Developed a zombie-themed Tower Defense game with complex mechanics including enemy AI, tower systems, and performance optimization. Created AR applications using Unity's AR Foundation. Strong understanding of game physics, animations, and optimization techniques.

Education

Business and Administration   **Sep 2021 - Jun 2024**
State University of Moldova, Chisinau

Game Development in Unity   **Oct 2023 - Dec 2024**
StepIT Academy, Chisinau, Republic of Moldova
Completed a comprehensive one-year program in Game Development, building a strong foundation in the Unity engine and C# programming. The course provided hands-on experience in the full game development lifecycle, from initial concept to functional game creation.
Skills & Competencies Acquired:
Programming & Gameplay Mechanics:
- Proficient in **C#** for implementing game logic and mechanics.
- Experience with **Object-Oriented Programming (OOP)** principles for creating scalable and maintainable code.

Unity Engine Expertise:
- Strong understanding of the Unity Editor, **Prefabs, ScriptableObjects, and the Component system.**
- Implemented **UI/UX systems** for menus, health bars, and interactive elements.
- Worked with **Unity's Physics and Animation systems** (Animator Controller, keyframe animation) to create dynamic and responsive game feel.
- Utilized **Particle Systems and visual effects** to enhance gameplay feedback.

3D Game Development:
- Experience in **3D level design**, lighting, and environmental storytelling.
- Managed **3D assets, materials, and textures** to create immersive worlds.
- Implemented **lighting and post-processing effects** to achieve target visual quality.

Project Development & Lifecycle:
- Gained end-to-end experience by developing several complete game projects from concept to build.
- Learned fundamental principles of **game design, prototyping, and iterative development.**
- Gained experience with **version control (e.g., Git)** for project management and collaboration.

Portfolio

Ithc.io - https://oleglesan.itch.io/
Github - https://github.com/OlegLesan

Creativity

Adaptability

Vuforia

Scriptable Object

Object Pool

Languages

Language	Level
English	●●●○○
Romanian	●●●●●
Russian	●●●●●

Hobbies

- ■ Playing video games
- ■ Create indie games
- ■ Analyzing storylines in detail
- ■ Psychology and human behavior analysis

Pet Projects

##Unity Developer (Pet Project) | Brainstorming: Zombie Tower Defense | Oct 2024 - Dec 2024
A tactical 3D tower defense prototype set in a zombie apocalypse, focusing on strategic unit placement and countering diverse enemy types.

- Engineered a system of **6 distinct enemy types** with unique attributes (speed, health, damage resistances) to create varied and demanding tactical challenges.
- Implemented **6 specialized tower types**, each with unique attacks and an upgrade system to counter specific enemy threats.
- Developed a **melee ground unit** with unique AI and engagement mechanics, adding a direct-combat layer to the strategic gameplay.
- Designed a **configurable wave system with randomized enemy spawns**, enhancing replayability and requiring dynamic player adaptation.
- Optimized performance by implementing **Object Pooling for projectiles and enemies**, significantly reducing garbage collection spikes and ensuring smooth gameplay.
- Created 2 complete levels with escalating difficulty and unique attack scenarios to test player strategy.
- Balanced in-game economy (currency per kill, upgrade costs) to maintain a compelling and challenging progression curve.
- Developed a clear UI to display critical player information such as health, currency, and wave status.

*Technologies: Unity 2022, C#, OOP, UI System, Game Balance, Wave Management, **Randomized Spawn System**, **Object Pooling**, Performance Optimization*

##Unity Developer (Pet Project) | Pieces To Places AR | May 2025*iOS AR application prototype for image recognition and video playback in augmented reality*

• Developed an AR application prototype using **Unity and Vuforia** for 2D image target tracking• Implemented image recognition system that triggers 3D scene activation with video player• Created interactive quiz system utilizing **ScriptableObjects** for storing questions and answer data• Configured Romanian-language interface with video controls and testing functionality• Prepared iOS build with Xcode compatibility for deployment and testing• Optimized application performance for mobile devices while maintaining stable AR experience

Technologies: Unity, C#, Vuforia, ScriptableObjects, iOS Build, Mobile Optimization, UI Development