

Oleg Leșan

Junior Unity Developer



Personal details

-  Oleg Leșan
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-  Republic of Moldova, R.Criuleni, s. Boscana 4813
-  September 9, 2002
-  Male
-  Republic of Moldova

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

I am a Unity developer with solid experience in C# programming and 3D game development. I worked on creating a zombie-themed Tower Defense game, where I implemented complex mechanics such as various enemy and tower types, an efficient projectile management system, and game performance optimization. I developed advanced features for tower upgrades and selling, ensuring an interactive and intuitive user experience. I am detail-oriented, and my knowledge of physics, AI, and animations in Unity allows me to create high-quality, optimized, and engaging games.

Education

- Unity Game Development** Oct 2023 - Dec 2024
STEP IT Academy Moldova, Chisinau
 - Proficient in creating and optimizing gameplay mechanics using C# scripting within the Unity environment.
 - Developed an understanding of 3D modeling and animation principles to integrate assets effectively within Unity.
 - Experienced in designing user interfaces using Unity's UI toolkit to enhance player engagement.
 - Gained hands-on experience with physics simulations and particle systems to create immersive game experiences.
 - Familiar with version control systems such as Git to collaborate efficiently on game development projects.
- Business and Administration** Sep 2021 - Jun 2024
State University of Moldova, Chisinau

Portfolio

Brainstorming - <https://oleglesan.itch.io/brainstorming>

Languages

English	<div><div></div><div></div><div></div><div></div><div></div></div>
Romanian	<div><div></div><div></div><div></div><div></div><div></div></div>
Russian	<div><div></div><div></div><div></div><div></div><div></div></div>

Hobbies

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

Qualities

- Creativity
- Adaptability
- Problem-solving
- Critical thinking
- Attention to detail
- Collaboration