SALAMASHENKO OLEG

UNITY DEVELOPER

CONTACT

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Kyiv, Ukraine

SOFT SKILLS

Problem-Solving

Team Collaboration

Communication

Time Management

Adaptability

Creativity

Attention to Detail

Continuous Learning

EDUCATION

Bachelor, honours degree

Svitlovodsk Vocational Polytechnic Colleg

2020-2024

Software engineering

GITHUB

My profile with my works:

https://github.com/OlegSalamashenko

LANGUAGES

English - Pre-Intermediate

Ukrainian - Native speaker

Russian - Native speaker

PROFILE

Unity Developer with 2 years of experience in 2D game development.
Having served as a developer in innovative projects, I am ready to accept challenges and achieve high results due to my persistent approach to work.

WORK EXPERIENCE

2D Unity Developer

Mobile Game Development   December 2023 - May 2024

- Designing and developing 2D game mechanics and UI elements using Unity.
- Implementing gameplay features and optimizing performance for mobile platforms.
- Collaborating with artists and designers to integrate assets and animations.
- Writing clean and maintainable code, adhering to project architecture and design patterns.
- Conducting performance testing and debugging to ensure smooth gameplay.

2D Unity Developer

Educational Game Studio   March 2022 - September 2023

- Creating interactive 2D games for educational purposes using Unity.
- Designing and implementing game mechanics, user interfaces, and animations.
- Collaborating closely with instructional designers to align game mechanics with educational objectives.
- Optimizing game performance for various platforms, including iOS and Android.
- Documenting game features, technical specifications, and development processes.

HARD SKILLS

- Unity3D
- C#
- 2D Game Development
- Game Design
- Animation and Scripting
- Debugging and Optimization

- Version Control (Git)
- Asset Management
- User Interface (UI) Design
- Physics and Collision Handling
- SOLID Principles
- Object-Oriented Programming (OOP)