

# 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 - Intermediate

Ukrainian - Native speaker

Russian - Native speaker

### PROFILE

I have taken on freelance projects for various companies, providing one-time development work as a Unity Developer. I have also completed courses, which can be viewed via the [link](#). Through my work on innovative game projects, I am eager to accept new challenges and deliver high-quality results with a persistent and detail-oriented approach

### WORK EXPERIENCE

#### Freelance Unity Developer (One-Time Projects)

2023 – Present

Various Clients

- Successfully completed one-time development tasks for a variety of clients as a Unity Developer, specializing in 2D game development.
- Worked closely with clients to understand project requirements, ensuring tailored and high-quality game solutions.
- Developed core game mechanics, character animations, and implemented combat systems for 2D games.
- Utilized Unity's Universal Render Pipeline (URP) to enhance visual quality and performance.
- Delivered optimized, bug-free code within tight deadlines, maintaining strong attention to detail and client satisfaction.

### HARD SKILLS

- Unity3D
- Version Control (Git)
- C#
- Asset Management
- 2D Game Development
- User Interface (UI) Design
- Game Design
- Physics and Collision Handling
- Animation and Scripting
- SOLID Principles
- Debugging and Optimization
- Object-Oriented Programming (OOP)