

Vuqar Rahim

Date of birth: 13/04/1998

Nationality: Azerbaijani

CONTACT



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[https://github.com/
PissedPawn](https://github.com/PissedPawn)

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505753406

DIGITAL SKILLS

Game Development

Unity 2D/3D / Photoshop / Unity Mobile / Object-Oriented Programming / Blender - basics / C# in Unity / Visual Studio / Visual Studio Code / HLSL / Shader programming

General Languages and Frameworks

C# / React, React Native, React Hooks, React Router / C++ / C# Entity Framework / Expo / Java Programming language / HTML Canvas / Spring (Spring MVC, Spring Boot, Spring Security, Spring Data JPA) / Vanilla JavaScript / HTML5 CSS3

Version Control

GIT (GitHub)

ABOUT

I Love Making Games

CHECK OUT THE LATEST WORK I HAVE DONE : [https://github.com/
PissedPawn/SHOWCASE](https://github.com/PissedPawn/SHOWCASE)

I am exceptionally passionate about my job, for me, there is nothing greater than providing unique, engaging, beautiful experience to people through a game.

I am hard worker, creative, and a quick learner, I love talking to people about game news and new game ideas that would be really entertaining to play.

I work non-stop to improve myself more and more to be one of the most successful game creators, and I never back down from a challenge in this path.

I hope I will meet your requirements and have the chance to make great ideas come to life together.

LANGUAGE SKILLS

MOTHER TONGUE(S): Azerbaijani | Turkish

OTHER LANGUAGE(S):

English

Listening
C2

Reading
B2

**Spoken
production**
B2

**Spoken
interaction**
C1

Writing
C1

EDUCATION AND TRAINING

09/2015 – 05/2020 – Hasan Aliyev street 120, Absheron, AZ0102 Khirdalan (Azerbaijan) , Baku, Azerbaijan

Finance

Baku Engineering University

2019 – CURRENT



Unity Developer

Self-Education