

Anton Biloshapka

Game Developer / Unity Developer

Vancouver, BC Canada

anton.biloshapka96@gmail.com

+17787757540

linkedin.com/in/antonbiloshapka

PROFESSIONAL EXPERIENCE

R&D Engineer

RUAG Zrt., Hungary.

Feb 2022 - May 2022

RUAG develops valuable innovations and internationally sought-after cutting-edge technology in the fields of aerospace and defence

Key responsibilities: Research and develop new products and production technologies.

Mechanical Design Engineer

Johnson Electric Hungary Kft., Hungary.

Jul 2018 - Jan 2022

Johnson Electric is the leader in motion subsystems that serve the automotive industry

Key responsibilities: Creating a complex design of a new production station and automotive lines.

Main project: Design, calculation, programming, validation and implementation station for rotors and stators assembly process. That project decreases the number of workers and cuts the production time.

Design Engineer

Sklad Service, Kyiv, Ukraine.

May 2016 - Sep 2017

The company specializes in the design and supply of shelving systems, lifting tables and metal furniture for production, office and home use

Key responsibilities: Designing and calculating the shelving system

Main project: Design and calculation "Clad rack warehouse" is one of the first in Ukraine. It is a cost-efficient storage solution where the racking is also the load-bearing construction of the warehouse.

EDUCATION & SKILLS

Bachelor of Engineering - BE in Computer Science

Sep 2019 – Present

University College of Enterprise and Administration - Lublin, Poland

Bachelor Degree in Aircraft and Rocket Construction and Design

Sep 2013 – Jul 2017

National Aviation University - Kyiv, Ukraine

Key Courses

- Learn Professional Pixel Art & Animation for Games.
- Complete C# Unity Developer 2D & 3D: Learn to Code Making Games.
- RPG Core Combat Creator: Learn Intermediate Unity C# Coding.

Skills

- | | | |
|-----------------|-------------------------------|-----------|
| • Unity3D | • C++ | • Git |
| • C# | • Object-oriented programming | • Gimp |
| • Unreal Engine | | • Blender |

Language skills

- | | |
|------------------------|-------------------------|
| • English - Proficient | • Polish - Intermediate |
| • Ukrainian - Native | • Hungarian - |
| • Russian - Fluent | Intermediate |