



CONTACT ME



Minsk, Belarus
ready for relocate
ready to work remotely



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(WhatsApp, Viber)



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TECHNICAL SKILLS

Strong knowledge of: Unity 2D/3D, C#

Basic knowledge of: JavaScript, PHP

Tools: Unity, Spine 2D,
Adobe Photoshop, Adobe illustrator,
Visual Studio, Google Play Console, Git

LANGUAGES

ENGLISH - INTERMEDIATE (B1)

RUSSIAN - NATIVE

BELARUSIAN - NATIVE

VINNICHUK RODION

UNITY DEVELOPER

SUMMARY

I have a solid understanding of C# programming and the Unity game engine. Through various game and web projects, I have developed a keen eye for game mechanics and design, and I am eager to apply these skills to real-world game development. I am a quick learner and enthusiastic team player, ready to contribute to the success of your team.



PROJECTS

TYPING RUN - KEYBOARD TRAINER

Designed, built, tested, and debugged a fully working game from scratch.
<https://play.google.com/store/apps/details?id=com.TypingRun.TypingRun>

Unity 3D, C#, Adobe Illustrator, Adobe Photoshop

SPACE DEFENDER - SPACE WAR GAME

It is 2D arcade space shooter designed, built, tested, and debugged a fully working game from scratch.

Unity 2D, C#, Adobe Illustrator, Spine 2D

VIVALDI KINGDOM - 2D PLATFORMER

In this 2D platformer, I performed such tasks as developing game mechanics, building levels, programming character movements and interactions, testing the game

Unity 2D, C#, Adobe Illustrator



EXPERIENCE

7 TOP (BELARUS, MINSK)

2020 - 2020

Full-Stack web developer on several projects with using
external API (GCP, Yandex, VK)

PHP, JavaScript, jQuery, SQL, ModX, WordPress, Bootstrap, Git,
HTML, CSS

BELTELECOM (BELARUS, MINSK)

2019 - 2019

Customer service, sales.



EDUCATION

BELARUSIAN STATE UNIVERSITY OF INFORMATICS AND RADIOELECTRONICS

2020 - 2024
(in progress)

Information Technology Software

MINSK COLLEGE OF ENTREPRENEURSHIP

2018 - 2020

Field of study: information technology software
Specialization: Computer graphics

MINSK COLLEGE OF ENTREPRENEURSHIP

2016 - 2018

Specialization: Computer operator (5th grade)