OLEKSANDR MASLOV

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Skills

OOP

Unity
C++

C#
Java

Languages

English - Intermediate

Summary

I'm studying computer software engineering at National University of Shipbuilding. Responsible, fast learning person and excited about working with new technologies. I have been learning Unity for two years and have developed 6 games. Two games were created with a team at the university but other ones by myself based on courses of Brackeys and Unity. Also I finished the course Complete C# Unity Game Developer 2D

Projects

Fallen Empire

This game was created as a class project in university. It is a 2D Arena Fighting. I created pretty simple AI for enemy, worked with TileMap, Unity Animations and Coroutines.

Space Shooter

In here I created a simple level generator, where a level is represented by space with randomly generated meteorites with random size and in random place, within boundaries.

2D Shooter

I used Unity Animations for animating sprites and UI, Coroutines for creating waves of enemies, Audio Manager for sounds and music in the game. I also created enemy AI with plugin «A* Pathfinding».

Space Invaders

This is the game where you should gain the points by killing enemies and asteroids. I used Math.Clamp() for bounding the game field, and Coroutines for creating enemy waves.

The Labyrinth Master

A first game I created as a class project in university. There is a labyrinth, a ball inside and a user should tilt the labyrinth to get the ball through it to the exit. I used Unity Animation for animating UI, UI.

Roll-a-ball

This game was from tutorial of Unity Roll-a-ball when you must collect all cubes in the scene.

Education

Studying at Admiral Makarov National University of Shipbuilding
Complete C# Unity Game Developer 2D: https://www.udemy.com/certificate/UC-66b43ccd-0eef-4f31-be38-099a234d1a71/