

Perepelytsia Tymur

Unity Developer

Skills

- C#
- Git
- Unity 2D/3D
- Shaders, VFX, SFX
- SDK Implementing
- Full cycle development

Education

2017 - 2022Artificial IntelligenceSystem

Master of Science

National Technical University
"Kharkiv Polytechnic
Institute"

Conference

• 5 - 6 August 2023

Arkey - Steamers

INDIE BLAST

GAMES GATHERING

• 25 - 27 September 2023

Arkey - Steamers

INDIE BLAST

GAMES GATHERING

• 5 - 6 December 2021 GAMES GATHERING

Languages

Ukraine - Native

English - Upper intermediate

French - Basic

Contact

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<u>GitHub</u>

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Linkedin

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Ukraine, Kyiv

About Me

In the position of team lead, I brought the project to release from scratch, setting up the workflow between departments. Integrated advertising, analytics, A/B testing, automatic builds that saved time for programmers, and implemented plugins for convenient and fast work of game/level designers.

Experience

• Pingle Studio (SEGA)

07/2024 - Current

Unity Developer

SEGA project Football Manager 2025.

• GolTeens

12/2022 - 07/2024

GameDev Mentor

Teaching C#, Unity, Git, support and developing games in 2D/3D in any genre.

Arkey & Gamirare

12/2021 - Current

CEO & Team Lead

Recruitment of workers, management, technical development in genres strategy and card game. Manage team and implement in-app purchase mechanics, analytics etc.

Nemesis

01/2023 - 12/2023

Unity Developer

Web Games support and development features. Genre - Casino.

NeskinGames

08/2021 - 12/2022

Unity Developer

Post-release support. New dynamic windows and a saved offer system that raised the game's revenue. Genre - Merge & Engage, Building, 3D Platformer.

• Lindenvalley GmbH

08/2019 - 08/2021

Unity Developer

PlayFab backend with Azure services. Educational program for learning Chinese and other languages, also work with AR technology.

Projects

EVERMERGE Top 2 in charts on Google Play and Top 1 in App Store merge

genre games

HOBBEDU Educational game for childrens

FOGUETINHO Casino game