

Vadim Krepskiy

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Education

Mathematic-programmer, Department of
Optiomal Control Methods
Belarusian State University

Sep 2018 — Jun 2022

Projects

RPG 2D

Simple scene with a player and a one enemy. The player can move with a joystick and attack with a attack button. The player also has a health bar and you can track your health. In turn, the enemy patrols the territory adn if the player come too close, the enemy will persecute him and attack. If the enemy die, his corpse will disappear within few second. If the player die, a pause menu will appear. Also, there is a main menu.

Link to app: <https://drive.google.com/file/d/1w48RLtxb2wymvWscjJzKgZ3FI3VbBaO/view?usp=sharing>

Link to project: <https://github.com/VadimKrepskiy/RPG-2D>

Technical skills

Languages: C#, C++, Java

Developer Tools: Unity, Git, JIRA, Confluence, Visual Studio, IntelliJ

Patterns: Strategy, States, Singleton

Principles: KISS, DRY, YANGI

Landuages

English: Intermediate

German: Intermediate