

INTERESTS

- Making and playing games
- Watching a day in life of a game developer
- Solving problems about architecture, programming and algorithms

CONTACT

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VASYL KHREPTAK

UNITY DEVELOPER

REMARKABLE PROJECTS

2024 LAST SURVIVORS

A post-apocalyptic game where you have to fly a helicopter over destroyed cities with zombies and help survivors to reach their destination.

2022 **GHOST RIDER**

A casual racing game where you have to drive at high speed between other cars on the and earn points to buy better cars later.

Hell Day!

A post-apocalyptic themed game where you have to kill zombies and save other survivors. Features realistic 2D physics.

ABOUT ME

- **Self-learned** and started game development since 1st year of university.
- Always trying first to find a solution by myself before asking in forums or other people.
- **Life-long learner.** Never done learning and always seeking to improve myself. Curious about new possibilities and taking action to explore them.

SKILLS

Good. Unity 2D/3D, C#, Zenject, DoTween, UniRx, NavMesh Agents, A* Pathfinding, UniTask, BRP/URP, Google Ads, Google Play Services, Firebase(Analytics, Realtime DB, Storage, Crashlytics, Messaging, Authentication), Unity Localization, Push Notifications, Jetbrains Rider, Git.

Satisfactory. Shader Graph, FishNet, Adobe Photoshop, Premiere Pro, Illustrator, Blender, Audacity.

PERSONAL ABILITIES

Creative Hard
Energy Inquisitional