VASYL KHREPTAK
GAME DEVELOPER

REMARKABLE PROJECTS

2022 — **GHOST RIDER**
A casual racing game, where you need to ride on a high speed between another cars on the road and earn points to buy better cars later.

2022 — **CBA**
Component based animations is an easy-to-use and DoTween based plugin for creating powerful animations cross all the project.

2021 — **Hell Day!**
A post apocalyptic themed game where you need to kill zombies and save other survivors. Contains a realistic 2D physics.

MORE INFORMATION 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

Framework and Engine
Unity2D
Unity3D
C#/Unity API
Zenject
DoTween
Shader Graph

Software
Jetbrains Rider
Photoshop
Premiere Pro
Blender
Git
Illustrator

Personal abilities
Creative
Energy
Flexible
Hard
Inquisitional

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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