Vasyl Khreptak

Unity Developer

Ukraine, Lviv region, Lviv

VasylKhreptak12@gmail.com

github.com/VasylKhreptak

linkedin.com/in/
vasyl-khreptak-52aa70261

Interests

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

Languages

- English(B2)
- Ukrainian(Native)

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Portfolio

gamedevportfolio.tilda.ws/

Summary

I am a self-taught Unity Developer with a passion for game development. I love solving challenges on my own and is committed to lifelong learning. Constantly exploring new technologies, I enjoy making and playing video games and learning about the daily life of game developers. I thrive on tackling complex problems in architecture, programming, and algorithms.

Skills

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

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

Personal Abilities

Creative	Hard
Energy	Inquisitional
Flexible	

Experience

Career Break

September 2023 - March 2024 (7 months)
Completed a relatively large pet project, learned and applied new architectural approaches, learned FishNet and created an FPS multiplayer game in 10 days, created and tested a bunch of self-written tools, learned and used a group of plugins, finished diploma thesis.

Utin Computer

Junior Unity Developer
March 2023 - August 2023 (6 months)
Prototyping, implementing mechanics, debugging, code refactoring, working with designers.

Education

Lviv Polytechnic National University

Bachelor's degree, Information systems and technologies
September 2020 - June 2024