











INTERESTS

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

CONTACT

-  Ukraine, Lviv region, Sambir
-  +380508056626
-  VasylylKhreptak12@gmail.com
-  github.com/VasylylKhreptak
-  www.linkedin.com/in/vasyl-khreptak-52aa70261

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.
- 2021 **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, 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, UniTask, FishNet, Adobe Photoshop, Premiere Pro, Illustrator, Blender, Audacity.

PERSONAL ABILITIES

Creative	<div><div></div></div>	Hard	<div><div></div></div>
Energy	<div><div></div></div>	Inquisitional	<div><div></div></div>
Flexible	<div><div></div></div>		