



# 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	<div><div></div></div>
Unity3D	<div><div></div></div>
C#/Unity API	<div><div></div></div>
Zenject	<div><div></div></div>
DoTween	<div><div></div></div>
Shader Graph	<div><div></div></div>

### Software

Jetbrains Rider	<div><div></div></div>
Photoshop	<div><div></div></div>
Premiere Pro	<div><div></div></div>
Blender	<div><div></div></div>
Git	<div><div></div></div>
Illustrator	<div><div></div></div>

### Personal abilities

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

## 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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