Vasyl Khreptak

Unity Developer

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(personal goals)

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

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)

Contact

- 🏠 Ukraine, Lviv region, Lviv
- ✉️ VasylKhreptak12@gmail.com
- 🐙 github.com/VasylKhreptak
- 💼 linkedin.com/in/ vasyl-khreptak-52aa70261

Portfolio

- 💼 gamedevportfolio.tilda.ws/