

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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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.

Hell Day!

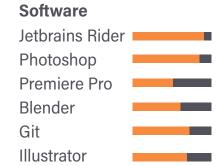
A post apocalyptic themed game where you need to kill zombies and save other survivors. Contains a realistic 2D physics.

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



Personal abilities

Creative
Energy
Flexible
Hard
Inquisitional