



Vasyl Khreptak

Unity Developer

Summary

I am a self-taught Unity Developer passionate about game development. I love solving challenges on my own and am 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.

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

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

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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