

#### **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

- Mkraine, Lviv region, Lviv
- +380508056626
- VasylKhreptak12@gmail.com
- github.com/VasylKhreptak
- linkedin.com/in/ vasyl-khreptak-52aa70261

# Portfolio



# 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**



# **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