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.
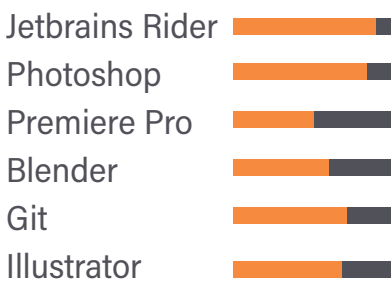
2021 **Hell Day!**
A post apocalyptic themed game where you need to kill zombies and save other survivors. Contains a realistic 2D physics.
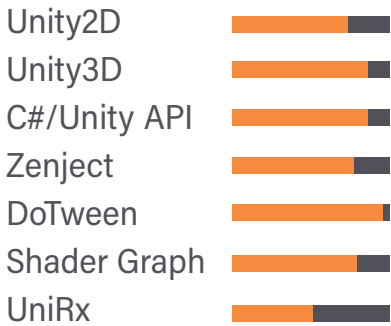
MORE INFORMATION ABOUT ME

- **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

Software

Jetbrains Rider
Photoshop
Premiere Pro
Blender
Git
Illustrator

Framework and Engine

Unity2D
Unity3D
C#/Unity API
Zenject
DoTween
Shader Graph
UniRx

Personal abilities

Creative
Energy
Flexible
Hard
Inquisitional

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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