











12.01.2003
English - B1

INTERESTS

-  Making and playing games
-  Watching a day in life of a game developer
-  Solving problems about architecture, programming and algorithms

CONTACT

-  Ukraine, Lviv region, Sambir
-  +380508056626
-  VasylylKhreptak12@gmail.com
-  github.com/VasylylKhreptak
-  www.linkedin.com/in/vasyl-khreptak-52aa70261

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

Framework and Engine

Unity2D	<div><div></div></div>
Unity3D	<div><div></div></div>
C#/Unity API	<div><div></div></div>
Zenject	<div><div></div></div>
DoTween	<div><div></div></div>
Shader Graph	<div><div></div></div>

Software

Jetbrains Rider	<div><div></div></div>
Photoshop	<div><div></div></div>
Premiere Pro	<div><div></div></div>
Blender	<div><div></div></div>
Git	<div><div></div></div>
Illustrator	<div><div></div></div>

Personal abilities

Creative	<div><div></div></div>
Energy	<div><div></div></div>
Flexible	<div><div></div></div>
Hard	<div><div></div></div>
Inquisitional	<div><div></div></div>