

# Maksim Ahafonau

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## Summary

Motivated Informatics student with hands-on experience in software testing, Unity game development, and front-end technologies. Strong foundation in programming (C, JavaScript, C#) and analytical problem solving. Passionate about game technologies, debugging, and improving player experience. Eager to contribute to Unity's Customer QA team by reproducing and analyzing issues across diverse Editor features.

## Education

**School of Digital Competencies (EHU)** — Vilnius, Lithuania

Bachelor's Degree in Informatics (Expected March 2027)

Focus: Web Technologies and Software Systems

Relevant Coursework:

- Operational Systems & System Software (C programming)
- Introduction to Game Studies (Soft Skills and Game Design fundamentals)
- Algorithms and Data Structures
- Web Development (HTML, CSS, JavaScript, React)

## Projects

**Beyond Extinction (Unity Game Project)** — Team Project, 2024

Genre: Sci-Fi, Action, Puzzle-Solving, Resource Management, Exploration, Survival

Graphics: 2D, Top-Down, Pixel Art (medium detail)

- Contributed as a Unity developer in a student team project.
- Implemented character animations and procedural level generation systems using C#.
- Collaborated with designers responsible for visual assets and environment design.
- Gained experience with Unity Editor tools, prefabs, and debugging through Play Mode testing.

**Delivery Food Web App** — GitHub Repository: [react-homeworks](#)

Stack: React, JavaScript, HTML5, CSS3, Vite

- Built a responsive single-page application simulating a food delivery service.
- Implemented dynamic routing and component-based architecture.

**Unit Testing Practice (JavaScript)** — GitHub Repository: [practice\\_unit](#)

- Created and maintained automated unit tests using modern JS frameworks.
- Set up CI/CD pipelines with GitHub Actions for continuous integration.

## Skills

Programming Languages: C#, C, JavaScript, HTML5, CSS3

Testing & Tools: Manual Testing, Bug Reproduction, Unit Testing (JS), GitHub Actions

Game Development: Unity Engine, Scene Management, Prefabs, Play Mode Testing, Console Debugging

Other Tools: Git, Vite, React Router, Styled Components

Soft Skills: Communication, Analytical Thinking, Teamwork, Attention to Detail

## Community & Activities

- Participant in university hackathons and internal digital workshops.
- Attendee of tech meetups: FrontSpot JavaScript Meetup #8, Vilnius.js.
- Passionate about QA processes, Unity tools, and continuous learning.

## Languages

English — B2

Russian — Native