

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