

DMYTRO STAROHORODSKYI

UNITY DEVELOPER

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PROFILE

I develop mobile games, create my own projects, try all the current games of the AAA industry. I have experience in launching applications in Google Play, setting up ads and game analytics. I have explored the peculiarities of the Match3 genre well.

SKILLS

UNITY

Animations, UI, Physics, Editor •
Shaders (basic knowledge) •
Addressables, Asset Bundles •
PlayMaker, Tweeners, UniRx •
Facebook SDK, AdMob •
Firebase •

C#

OOP, SOLID, Patterns •
LINQ •

TOOLS

Rider, Visual Studio •
GIT, TFVC •
Jira, Asana, Trello •
Excel, Google Sheets •
Photoshop •

COURSES

09.2022-Present
PLI | English Course

09.2020-06.2021
GoStudy | Czech Course

09.2019-01.2020
LSE UA | English Course

EXPERIENCE

04.2021-12.2022

Iron Walls | Unity Developer

Created mechanics in the Match3 part of the game. Implementation meta-game elements (ad units, interactive scenes, shops).
Worked on the custom elements in the editor.

09.2020-03.2021

Ejaw | Unity Developer

Support and updating of released projects.
Setting up advertising and analytics.

09.2018-08.2020

Kodisoft | Software Developer

Developed games for touch screen custom computers on Unity, which were built on the UWP. Implementation methods of interaction between Unity and custom SDK.

EDUCATION

2021-2022 (isn't finished)

Master | Web Technology

University of Economics and Business
Prague

2016-2020

Bachelor | Factory Automation

Igor Sikorsky Kyiv Polytechnic Institute
Kyiv

LANGUAGES

English	Intermediate
Ukrainian	Native
Russian	Native
Czech	Upper-Intermediate