Volodymyr Stohov

Junior Game designer / Level designer

CONTACT ME

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EDUCATION

Bachelor of Computer sciences
Dnipro University of Technology

2017-2021

Master of Computer sciences

Prydniprovska State Academy of Civil Engeneering and Architecture

2021 - 2022

HARD SKILLS

- Blender
- Unity
- PHP
- MySQL
- HTML/CSS
- JavaScript
- Git
- Java
- Yii2 framework

SUMMARY

Game designer, level designer and UX/UI designer of my open world mobile 3d game. You can find my game at this link (Scuba Diving Simulator 3D).

WORK EXPERIENCE

Junior PHP developer   July 2022 - Aug. 2023
Celtis (Bulgaria)

I participated in development of office applications (frontend and backend). Created functionality for the management of documents for users, the role hierarchy of users was set up.

Also I developed an advertising site with a fully functioning casino slot.

Responsibilities:
- Make a pixel perfect layout according to the provided design.
- Create feature to block/unblock system users.
- Create pages for creating/modifying users, companies, projects.
- Set up integration with Redmine Api to build a graph with Google Charts, to analyze finished tasks.

Junior developer   June 2019 – Jan. 2020
Absolutist (Ukraine)

Implemented the logic of mobile games such as Bubble Shooter using an internal game engine.
Participated in daily rallies and discussed future challenges.

PORTFOLIO

Blender - artstation.com/vlolodymyrstohov

LANGUAGES

- **English (Intermediate)**
- **Ukrainian (Native)**
- **Russian (Native)**
- **Bulgarian (Beginner)**