Trainee/Junior Unity Developer

GENERAL INFORMATION

Surname and name
Maksakov Vladyslav

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ABOUT ME

I am a young professional with an interest in the game development industry. My significant experience in this field was my participation in the Game Jam competition, where I, together with a team of three classmates, developed a game that was awarded the title 'The game that the judges will play after the Game Jam'. This project allowed me to expand my knowledge of game development, as well as develop teamwork, creative thinking, and problem-solving skills. I am passionate about the gaming industry and want to continue developing in this field.

EDUCATION

- **KHARKIV NATIONAL UNIVERSITY OF ECONOMICS**

  121 "Software engineering" | Studying

- **KHARKIV RADIO ENGINEERING COLLEGE**

  121 "Software engineering" | 28.06.2023

  My diploma

  My certificate

- **ONLINE SCHOOL "HEADLIGHT SCHOOL"**

  "Unity Developer" | 20.08.2022

  Certificate of completion of the course

SKILLS

- Git;
- MySQL;
- C# and Unity;
- Adobe Photoshop;
- 2D and 3D animation experience in Unity.

ADDITIONAL SKILLS

- Experience with Unity API, Coroutines, Mesh-Agent, Animations-Event;
- Understanding the principles of OOP;
- Ability to use design templates;
- Understanding of Scrum and Kanban methodologies;
- Development environments used: Visual Studio/Code, PyCharm, Unity;
- Basic knowledge Python, JAVA, HTML, CSS, and JS.

MY PROJECTS

- **COURSE WORK**

  2D платформер “RABBIT” (C#, Unity) 2D platformer "RABBIT" (C#, Unity) 2D platformer "RABBIT" is my project developed using C# and Unity. In this project, all scripts are written in C#, and 2D animation is used, which is called inside the code, and the main classes of the Unity API. The main functionality of the game is to move the main character, read input keys, change the direction of his movement, and detect collisions with objects on the stage. In addition, the game has implemented the processing of button pressing events, which allows you to change the character's animation depending on his movements. The game

also has enemies that the hero can encounter. The function of finding and destroying enemies is implemented, which allows the player to complete the level. It is also possible to obtain bonuses that affect the hero and process their effects. In addition, a life system has been implemented, which provides for the loss of the hero's life in case of collision with enemies or loss of life, as well as the ability to transfer data between game levels. All these features were written using C# and the Unity API, which allows us to create a decent and interesting 2D platformer "RABBIT".

Video about this game

- **THE GAME WAS DEVELOPED BY THE TEAM DURING THE GAME JAM 2023 COMPETITION**

  2D root crops simulator "Under Tree" (C#, Unity) This project was developed by a team of four peopleDuring the development of this project, I created a graphical interface of root crops, including the game menu and controls. The functionality of the bugs was also my task. I implemented their movement, and customized the interaction between the beetles and the root crops, adding the ability for the beetles to eat or damage them. In addition to development, I also performed test tasks. I tested different aspects of the game to make sure it worked properly. I created bug reports that we fixed later. In general, my work in the Under Tree project was focused on developing root crops, animating beetles, testing, and creating bug reports. This

project was an interesting and challenging experience for me, some of the ideas and functionality I developed were new to me, which added a lot of challenges and opportunities to develop my skills.

Video about this game

Certificate received after the competition

- **DIPLOMA PROJECT**

  3D Survival Game «Kill Or Die» (C#, Unity) 3D Survival Game "Kill Or Die" (C#, Unity) During the development of the "Kill Or Die" project, I was responsible for creating the main music of the game, which I composed myself. I also developed several 3D models and textures for the game. In the project, I used various programming techniques such as mesh-agent for character movement in the game, coroutines for asynchronous execution of various tasks, raycast for detecting obstacles and interacting with them, Animation Events for synchronizing animations with game events. I also followed the principles of object-oriented programming in the code and used various design patterns to improve the structure and expand the game's capabilities. The whole project took about 3 months of development, and it became my graduation project. It was a challenging, but at the same time interesting and stimulating experience that allowed me to expand my knowledge and skills in the field of game development.

  Video about this game

- **TEST APPLICATION №1**

  2D game "Hill Climb Racing" (C#, Unity) I developed this project for a test assignment and spent about 6 hours on it. With the help of basic knowledge, I realized the physical behavior of the car, its movement and interaction with the road. To provide realistic car control, I used the physics engine built into Unity and created a keyboard-based control system. In addition, to add entertainment to the players, I created an achievement system. Overall, developing Hill Climb Racing was an interesting challenge and increased my development and programming skills in the Unity environment.

  Video about this game

- **TEST APPLICATION №2**

  Application for file compression (C#) I developed this project to compress text, media and audio files. In the process of developing the application, I used the C# programming language and the Visual Studio environment. The project included creating a user interface where the user could select files to be compressed. I also added buttons to save the compressed files. To compress text files, I used the Huffman algorithm. This algorithm is based on the construction of the optimal prefix code for text characters. After compression, smaller file sizes were obtained, which allowed me to save disk space. To compress audio and media files, I used NuGet packages such as "NAudio" and system system libraries. These

packages provided functionality for processing audio and video data, including compression.

Project repository