

Stockholm 2018-06-15

Hello

My name is Volodymyr Shabala. I have studied game programming at Södertörn university for 3 years using C# language and Unity engine.

My current skill as a programmer is at a beginner level. During my education I have learned how to write code using C# and Unity engine, work in groups, solve problems as well as the process of creating games. Besides that, I also work on my hobby game projects for the most part of my free time. I have experience with creating character controls, AI, UI, bug testing with Jira and other. I have been working with agile game development and I am accustomed to a scrum master role. I feel comfortable taking on a leader's role if necessary.

I have had internship at Itatake in Göteborg for a little more than 2 month. During my internship I have worked with mobile development. I've been developing both demos, creating game from scratch and taking care of already released game with patches and bug fixes.

I strive for knowledge and hone my skills to become a better programmer. I like games, I like playing them and I like making them. If you are looking for a programmer with high self-standards and great motivation to participate in the game development then I am the right person for you.

You can look up work that I have done for the past few years in the Portfolio tab and my CV at my personal website: volodymyrshabala.com. If you have any questions or anything, please contact me at volodymyr.shabala@gmail.com

Best regards, Volodymyr