

# Bohdan Mykhats

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 <https://github.com/bohdanex>

## Goal

- Work for a progressive company as a full stack developer;
- Develop efficient full stack applications/web applications;
- Personal growth in app, game development and pc architecture.

## Skills

C# (4/5), .NET Core, Game Development on Unity Engine, WPF (4/5)

C++ (2/5), JS(2/5),

HTML, CSS,

RISC-V, Masm64/32,

Design Patterns, SOLID Principles.

## Experience

2019 - 2020    Main Developer/Team Leader, Neoxon

- Video game team development on Construct 2;
- Composing music for video games.

## Education

2020 - till now    Uzhorod National University, specialization – computer engineering. Bachelor.

## Certificate

Complete C# Unity Game Developer 3D

*Online course – Udemy*

august 24 2022



Certificate no: UC-eacfe09b-f89c-4d24-a1a5-ca47bbbed8d3  
Certificate url: [ude.my/UC-eacfe09b-f89c-4d24-a1a5-ca47bbbed8d3](https://ude.my/UC-eacfe09b-f89c-4d24-a1a5-ca47bbbed8d3)  
Reference Number: 0004

CERTIFICATE OF COMPLETION

# Complete C# Unity Game Developer 3D

Instructors **Ben Tristem, Rick Davidson, GameDev.tv Team, Gary Pettie**

**Bohdan Mykhats**

Date **Aug. 24, 2022**

Length **30.5 total hours**