

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,

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

HTML, CSS,

Prolog, 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
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**