

Diakov Roman

[Unity3D developer]

Kharkiv, 20 years old

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T: @ederros

[MY SKILLS]

- C#
- .Net
- OOP and SOLID
- SQLite
- MySQL
- Git
- Unity:
 - Simple mesh generation
 - Shader graph
 - Compute shaders
 - Animator
 - Unity API

[PORTFOLIO]

[LINK .1](#)

[LINK .2](#)

[EDUCATION]

SOFTWARE ENGINEERING

KHARKIV COLLEGE OF RADIO ENGINEERING

NTU- «KHARKIV POLYTECHNIC INSTITUTE»

[ABOUT ME]

I am a student. I develop crossplatform games with Unity and develop 2D and 3D projects. I like interesting projects, and I like to find unique ways to solve a difficult tasks!

[DEV. ENVIRONMENTS]

- Unity
- Visual Studio
- VS Code

[COMPLETED FEATURES]

- Dynamic field of view
- Inventory system
- Equipment system
- Procedural dungeon generation
- Unusual strategy gameplay
- Resource management
- Planet generation

[SOFT SKILLS]

- Purposeful
- Active
- Ambition
- Non-conflict
- Decency

[LANGUAGES]

- UKRAINIAN – native
- RUSSIAN - native
- ENGLISH - good in read/write