

Diakov Roman ///

[Unity3D developer]

Kharkiv, 20 years old

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T: @ederros

[MY SKILLS]

- / C#
- / .Net
- / Basic knowledge Python
- / OOP and SOLID
- / Unity:
 - UI
 - Animator
 - Simple mesh generation
 - Shader graph
 - Compute shaders
- / Working with:
 - MySQL
 - SQLite
 - PostgreSQL
 - Unity API
 - Git

[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 cross-platform 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