Diakov Roman

[Unity3D developer]

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[MY SKILLS]

- C#
- Unity:
  - Editor scripts
  - Shader writing
  - Animator
  - Job system
  - Burst compiler
  - Unity ECS
- .Net
- OOP and SOLID
- SQLite
- MySQL
- Git

[PORTFOLIO]

LINK .1
LINK .2

[EDUCATION]

SOFTWARE ENGINEERING
KHARKIV COLLEGE OF RADIO ENGINEERING
NTU– «KHARKIV POLYTECHNIC INSTITUTE»

[DEV. ENVIRONMENTS]

- Unity
- Visual Studio
- VS Code

[COMPLETED FEATURES]

- Save-load system
- In-game shop
- Dynamic field of view
- Inventory system
- Procedural dungeon generation
- Simple mesh generation

[SOFT SKILLS]

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

[LANGUAGES]

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