



MYKOLA DANYLUK

UNITY, WEBGL & GAME DEVELOPER |
MOBILE APPS, .NET & FULL-STACK WEB

CONTACT

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SKILLS

- Unity 3D
- WebGL Development
- Game Development
- C# Programming
- Mobile Game Development
- Mobile App Development
- .NET Framework
- .NET Core
- Web Development
- Full-Stack Development
- Cross-Platform Development
- Responsive Web Design
- Desktop Application Development
- Multiplayer Game
- Programming
- API Integration
- Software Architecture
- Windows Application Development
- Linux Application Development
- Performance Optimization
- UI/UX Implementation

PROFILE

Unity, WebGL, and C# specialist from Ukraine with a passion for building games, mobile apps, and cross-platform solutions that run seamlessly on mobile, web, and desktop. I take your idea from concept to deployment, delivering clean, maintainable code and a polished user experience.

RECENT PROJECTS

- Browser Puzzle Game** 2025
Unity WebGL Game
 - Built a responsive browser-based puzzle game in Unity with WebGL deployment.
 - Integrated leaderboards and real-time scoring using Firebase.
- Endless Runner** 2024
Mobile Game
 - Developed a cross-platform mobile game in Unity for Android and iOS.
 - Optimized performance for low-end devices.
 - Managed publishing on Google Play and App Store.
- Business Dashboard** 2023
.NET Web Application
 - Developed a .NET Core dashboard for real-time data visualization.
 - Integrated APIs and implemented secure authentication.

EDUCATION

YURIY FEDKOVYCH CHERNIVTSI NATIONAL UNIVERSITY
Bachelor of Science in Computer Science (Game Development Stream) 2013 - 2017

LANGUAGES

English Fluent