

Hnat Danylevych

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Junior Unity Developer

Experienced with different technologies, adaptive and fast learner. Will be graduate from UNIT Factory this summer. I've done a bunch of edu projects and a couple online courses (Unity/C#).

Seeking for a job, where first of all I will be able to grow professionally and work in a positive atmosphere.

Work Experience

03/2018 - 12/2019

Brobots Engineering School

- Peer-mentor

Mentoring kids on CS50 online course from Harvard. Also I've teach them how to make games in Unity Engine. After this job I became completely responsible, much more empathetic and experienced dealing with difficult personalities.

Education

09/2017 - 08/2020

UNIT Factory

I already have 2.5k hours of non-commercial programming experience on educational projects:

- C/C++
- Unity/C#
- Swift/iOS
- Java.

This school made me fearless to a new technologies.

I broke a lot of stereotypes about learning inside me and understood how to search the relevant information.

Because there was no other options, if I want to be successful at UNIT

Languages

English — B1

Additional Skills

- C# Experience: Generics, Collections, OOP understanding, Data Structures, file IO
- Have some experience with Swift/Xcode and Java/Android Studio
- Able to write clean code
- Git knowledge
- Hobbies: classical guitar, singing, tap dance

References

<https://github.com/Glisando>

<https://cs50.harvard.edu/certificates/6ddcf389-2e3c-433d-916c-5f1be7fe7fb3>