

Victor Fuchadzhy

Unity developer

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COMMERCIAL EXPERIENCE

Pingle Game Studio

August 2020 - May 2021

Adjustments for a ported version of [My Time at Portia](#) on Nintendo Switch – bug fixes, performance tweaks. Working with SVN. [Mowing simulator](#) development for PC / Xbox. Working with physics, animations. Extending gameplay mechanics. Porting [Eldest Souls](#) for PS4/PS5, save system, trophies integration.

SWG GamesLab

September 2019 - July 2020

Developing from scratch [Cooking Paradise](#) game features, including core, meta and level editor. Working with DI (Zenject). Interacting with different SDK (Firebase, I2loc, Dev2Dev). Working with git, jira, slack. Team work experience.

PROJECTS

Games' mods

Created several application modifications for a game called Subnautica. [RadialTabs](#), [Defabricator](#). For a game called Keplerth: [StackSplit](#), [Skythe](#), [BrokenItems](#), [InventoryCapacity](#). Sources: [1](#) [2](#)

Tankomania

Was working in cooperation on a game called [Tankomania](#). The game which is still in [active development](#). Terrain extensions, AI FSM.

Heavy Industries

Author of an android game called [Heavy industries](#), a game in which players have to manage production chains and maintain the economy. It can be downloaded from [Play Market](#).

Rubled

Author of an application called [Rubled](#) – a simple tool which is used to create building designs with anti-raid protection. It can be found on [Steam](#).

SKILLS

Unity; C#; Zenject; .NET
Reflection; Git/SVN; Jobs;
ECS; ShaderLab; NUnit

LANGUAGES

English (B2), Russian