

Eugene Radaev

Unity Developer

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[portfolio](#)

[linkedin](#)

Summary

A passionate developer with a lot of experience working on non-commercial games in different genres. I'm experienced in making custom developments tools. I have a strong understanding of game design and can make decisions autonomously if needed. I love working with others and learning new things.

Experience

- Participated in 9 game jams as a programmer and designer.
- Released 3 free games, including a 3D and a mobile game.
- Made two big open-source Unity tools, one of them featured on *80.lv*.
- Shipped 3 commercial games as a game designer in a team.
- Now leading an indie team of eight, as a programmer and designer.

Technical Skills

- C# gameplay & systems programming
- Advanced tool development
- UI, Physics, Animations
- Shader Graph & HLSL
- OOP principles
- Version control (Git)

Additional Skills

- Game design
- Technical writing
- HTML + CSS + JS
- Photoshop, Figma
- Blender