MIHAI MINDRU

20 years

UNITY DEVELOPER

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SKILLS

Unity

• Creating game systems and user interface and adaptive (UI) in Unity

• Integration of audio and visual resources (Sounds, VFX, SFX, Animations)

• Experience developing 3D mobile games on Unity

• Experience in optimizing mobile games on Unity

• Experience on Nintendo switch/iOS/Android

• End-to-end game development (from concept to release)

C#

- Object Oriented Programming (OOP)
- Builder, MVP, MVC, Singleton
- SOLID
- Zenject (Extenject) DI
- Clear code

Other

- **Russian -** Native
- **Romanian -** Native
- **English -** A1
- Version management git & github & sourcetree
- Task management Trello
- Experience use REST API
- Stress resistance
- Linux user experience

Unity Developer

About me

Friendly and communicable unity developer looking for a position to use skills for the best personal development. With a long-term commitment and a strong desire and ability to advance within the company, I pay attention to the smallest details and address problems with patience.

Personal Experience

- Self-taught Frontend Web Development using HTML, CSS, JavaScript, Typescript, and React (2021-2022)
- Recently transitioned to Unity Game Development and C# programming (2022-present)
- Completed various Unity game development courses on Udemy to develop skills in game development and programming (2023)
- Transitioned to backend and full-stack development with a focus on **C#** and the **.NET ecosystem** (2024-present)

  Backend Development:

  o   Proficient in server-side programming with languages like **C#**
  o   Experience with databases such as **MySQL**, **PostgreSQL**

  Game Development:

  o   Expertise in **Unity** and **C#** programming
  o   Experience with game physics and collision detection in Unity
  o   Expertise in performance optimization techniques for mobile and console platforms
  o   Utilizing Unity's scripting API for custom tool development

  Frontend Development:

  o   Proficient in **HTML**, **CSS**, **JavaScript**, **TypeScript**, **ASP.NET** and **React**

Unity developer | Elermond(Start Up) | Chisinau | 2023.04 : 2023.10

I have had the privilege to contribute to the development of the innovative projects of Elermond Company, a passionate start-up founded by a group of enthusiastic friends. As a Unity C# developer, I had the opportunity to work in a dynamic and creative environment, putting my knowledge and skills to the test.

Unfortunately, the current situation of the Elermond company is not stable, which has led me to explore new opportunities to contribute my expertise and passion in a more stable and continuously developing environment.

Unity developer | Virtual Global Games| Chisinau | 2023.10 : 2025.01

At Virtual Global Games, I am currently working on developing games for the Nintendo Switch platform. I am involved in two major projects: a turn-based RTS game and a story-driven racing game. My responsibilities include developing various game mechanics, ensuring the rapid and high-quality development of projects by effectively utilizing assets. I focus on creating engaging and immersive gameplay experiences while collaborating closely with the team to ensure efficient communication and project success

My portfolio

Lately I've passed a higher classification course