Summary

Passionate game developer with experience and history of working in the computer games industry. Skilled in С#, Unity, Linux, and Python. I actively participate in industry related events like game jams and actively looking for opportunities to further improve my expertise.

Experience

**Junior Unity Developer** - 08/2020 to **Present**

***Arrible***, remote

* Autonomously worked on the designated projects as a part of outstaff.
* Designed and directly managed game design decisions.
* Developed solutions for different outsource projects.
* Worked on both backend and frontend solutions.

**QA engineer** – 01/2020 to 08/2020

***Ubisoft***, Odessa

* Developed solutions for automating the testing processes.
* Created test cases for testing in-game features.
* Communicated with development team regarding bug tracking and issues resolving.
* Cross-platform testing, working with both grey and black boxes.

Education

***National Academy of Telecommunications***

Bachelor of Science in **Computer Science** – 2019-2022 (*currently studying*), offsite, education is fully in English.

***Maritime College of Technical Fleet***

Associate Degree in **Marine Engineering** – 2015-2019

***Introduction to Computer Science - HarvardX***

Online Harvard course on topic of Computer Science – 2019

Most recent side projects:

**Keep Chopping**

3D Hyper-Casual Local-Multiplayer

This game won the price of People’s favorite game on Ubisoft game jam. I've competed with the most talented programmers and game designers in the industry, and gained a lot of experience working with the team of professionals.

**Death day**

2D Action & Puzzle

This game was developed for **Ludum Dare 47** in **72 hours**, theme was Stuck in a loop.

More on my projects: nek0pi.github.io

Unity Developer

Vlad **Hryhorashchenko**

### Contact

#### Nek0pi.github.io

#### [itnek0pi@gmail.com](mailto:itnek0pi@gmail.com)

[www.linkedin.com/in/nek0pi/](http://www.linkedin.com/in/nek0pi/)

Odessa, Ukraine

### Skills

* C# / .NET
* Unity
* Git
* OOP and SOLID
* Design patterns
* Game design
* Multithreading
* 2D Technical Art
* Python
* HTML and CSS
* SQL
* Unit testing
* Jira
* TestRails

### Languages

**Russian** - *Native/Bilingual*

**Ukrainian -** *Native/Bilingual*

**English** – *C1*

**Japanese** – *N3 Intermediate*

**Chinese** - *Beginner*

**Spanish** - *Beginner*