**Vitalii** **Yatsuk**

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Learn game developing from 2018. I have been self-learned Unity (C#, Shaders and Visual Effects graph), Blender and basics of Aseprite and Fl Studio.

I specialize at PC, singleplayer games, but know Photon (multiplayer framework). Also know standart Unity libraries like DOTS, ECS, ProBuilder, HDPR.

Know basics of C# (OOP, threads, standard collections, async programming, LINQ) and C# interaction with Unity.

Make low poly models in Blender (examples in works and Instagram), can also make hard surface high poly models.

In this moment I haven't official job because have been made all project only for myself. In public access only my game for experience demonstrating (\*link\*). But if you wanna see my other projects, I can send they.

I can work only remote, because can move to other country in at any time (as a result of the war in my country).

**SKILLS**

**Intermediate in:** Unity, Blender

**Basic in:** Aseprite, Fl Studio