



ILLIA SHEVCHENKO

JUNIOR GAME DEVELOPER

CONTACT INFORMATION

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LinkedIn
Github
Malyn, Ukraine

TECH SKILLS

- C# programming
- Creative thinking
- Basic understanding of game pillars direction
- Basic understanding of planning tools: roadmap, RA & SWOT
- Basic understanding of game product
- Basic understanding of roadmap & priorities

SOFT SKILLS

- Emotional intelligence
- Critical thinking
- Communication
- Work in a team (group)
- Self-organization
- Ability to identify the client's needs and solve them

LANGUAGES

- English - Pre-Intermediate
- Polski - Pre-Intermediate
- Ukrainian - Native

SUMMARY

I am a developer at Game Dev looking for an internship in a company.

I am a quick learner, responsible, ready to learn and develop. I do 3D modeling in Blender.

PROJECT EXPERIENCE

EmergencyKitProject, [Link](#) [C#, Unity]

Manifestation of a leadership position in team-project.

Own project, [Link](#)

Animation created in Blender.

EDUCATION

State University of Telecommunications
Software engineering
2021-

ADDITIONAL EDUCATION

IT School Ampli (Kyiv)

2022
Game Dev