# INTIZAR MUHAMEDIYEV

## Unity Developer

I am a passionate, solution-oriented game developer with professional experience. I maintain being self-motivated, highly organized, with an eye for creativity and detail, ready to deliver high-quality work consistently while meeting deadlines.

## LinkedIn Profile: linkedin.com/in/imuhamediyev

Email:

imuhamediyev@gmail.com

Phone:

+90 543 847 4377

Portfolio:

test-mode.github.io./index.html

### Work Experience

#### Junior Unity Developer

Software Kingdom Yazilim A.S., Ankara September 2022 to March 2023 (6 months)

- Created prototypes based upon design ideas using Unity and C#
- Managed project requirements and accomplished objectives by self-monitoring progress and promptly solving issues.
- Balanced and adjusted gameplay experiences to increase critical and commercial success of product.

#### Intern Architect

Oncuoglu Architecture TIC. LTD. STI., Ankara *January 2022 to May 2022 (5 months)* 

- Designed and drafted project blueprints.
- Performed calculations of design parameters for accuracy and safety.
- Prepared project documentation and submittal packages.
- Created, printed and modified drawings using AutoCAD and Revit.

### **Education History**

#### Bachelor of Arts in Architecture

Institution: TOBB University of Economics and Technology

Year of Graduation: 2023

### Profile

• Date of birth: 05/06/1998

• Nationality: Turkmen

• Marital status: Single

• Gender: Male

### Relevant Skills

- C#, C, Python
- 00P, SOLID, Design patterns
- Unity Engine
- Git, GitHub, Atlassian/Sourcetree
- Adobe Photoshop
- · Microsoft Office

### Languages

- Turkmen native/bilingual
- Russian native/bilingual
- Turkish professional proficiency
- English professional proficiency
- French limited proficiency