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EDUCATION

Bachelor

National Aviation University
"NAU"

Faculty "Software engineer"

2018 - 2022

EXPERTISE

Mentoring

Develop from scratch

Hyper-casual, Casual,
Hybrid-casual games

Building project architecture

Shader development in
shader graph

URP Setting

LANGUAGE

English-B2

Ukrainian - Native

Hebrew - A2

SIDELNIKOV VIACHESLAV

Unity Developer

Experience

Velocity Studios Pte. Ltd.

September 2023 - March 2024

Unity Developer

- Developed competitive Hyper Casual, Casual and Hybrid-Casual games using Unity.
- Developed the project architecture in collaboration with development team members.
- Utilized SDKs to enhance game functionality and integration.
- Optimized games for improved performance and profiling.
- Mentored and guided fellow developers in game development best practices.
- Designed game architectures to ensure scalability and maintainability.
- Integrated multiplayer functionality
- Researching and integrating ready solutions/plugins for easier developing or better user experience
- Profiled and improved system functionality to improve project performance.

Unavinar Games

October 2021 - July 2023

Unity Developer

- Developed Hyper Casual, Casual and Hybrid-Casual games using Unity.
- Utilized SDKs to enhance game functionality and integration.
- Optimized games for improved performance and profiling.
- Mentored and guided fellow developers in game development best practices.
- Designed game architectures to ensure scalability and maintainability.
- Conducted research on new technologies to drive innovation in game development.

Winnaagame studio

August 2021 - October 2021

Unity Developer

- Developed Hyper Casual games using Unity.
- Optimized games for improved performance and profiling.
- Implement assets from asset store (game mechanics, models etc...).

OOO "Pecherskykh"

September 2019 - August 2021 (part-time)

Unity developer & Unity3d teacher

- Developed games using Unity.
- Mentored and guided fellow developers in game development best practices.
- Implement assets from asset store (game mechanics, models etc...).

Freelance

June 2020 - August 2021 (part-time)

Unity developer

- Created diverse games spanning different genres.
- Developed various game systems.
- Collaborated with clients to deliver high-quality projects within deadlines.
- Tested, debugged, and optimized games for optimal performance.
- Managed multiple projects simultaneously, prioritizing tasks effectively.

Skills

•Unity Engine

-Scripting, Profiler, Animation, DOTween, Shader Graph, Particle System, URP, C#, Addressables, DI (VContainer), different third party plugins

•Project management

-Task allocation, timeline management.

•Platform knowledge.

-PC, Mobile.

•Communication and collaboration.

•Resource management.

•Quality assurance and bug tracking.

•Game design principles and player experience optimization.

•Continuous learning and staying updated with industry trends.